MONSTER MANUAL EXPANDED III

Mannix 'Dragonix' Manansala

MONSTER MANUAL EXPANDED III

Version 1.08

PRAISE FOR MONSTER MANUAL EXPANDED III

"The art in this book is amazing, and in some instances, terrifying! Like some of it is legitimately scary! I'm very excited about it...there's just so much awesome content! It's gonna rise right to the top of the best-sellers list!"

- Nerd Immersion.

"Easily one of the best products I have ever looked at... Monster Manual Expanded III proves the series is still a must-buy for Dungeon Masters, with a huge variety of awesome new monsters, empowered by some of the best creature artwork you will find on the DMs Guild."

- Rogue Watson.

"(Monster Manual Expanded III) is really in a different ballpark. This time around, the creators outdid themselves. I love it... I cannot wait for the printed copy!"

- Mr. Tarrasque.

"Monster Manual Expanded 3 and its prequels are absolute MUST HAVES for all DMs toolkits. The artwork and layout are out of this world. The monster mechanics and lore are more varied than Baskin-Robbins ice cream flavors. And to top it off...there are SO MANY to choose from. This is certainly a 10/10 product! Get it! Get it now!"

- Crit Academy

"I'm gonna try and remain as objective as possible but I'm going to reveal my hand to you right now... this product is incredible!

This one really stands out, notably because of the quality of artwork... it's so inspiring for me as a Dungeon Master to want to grab these things and bring them to the table."

- All Things Lich.

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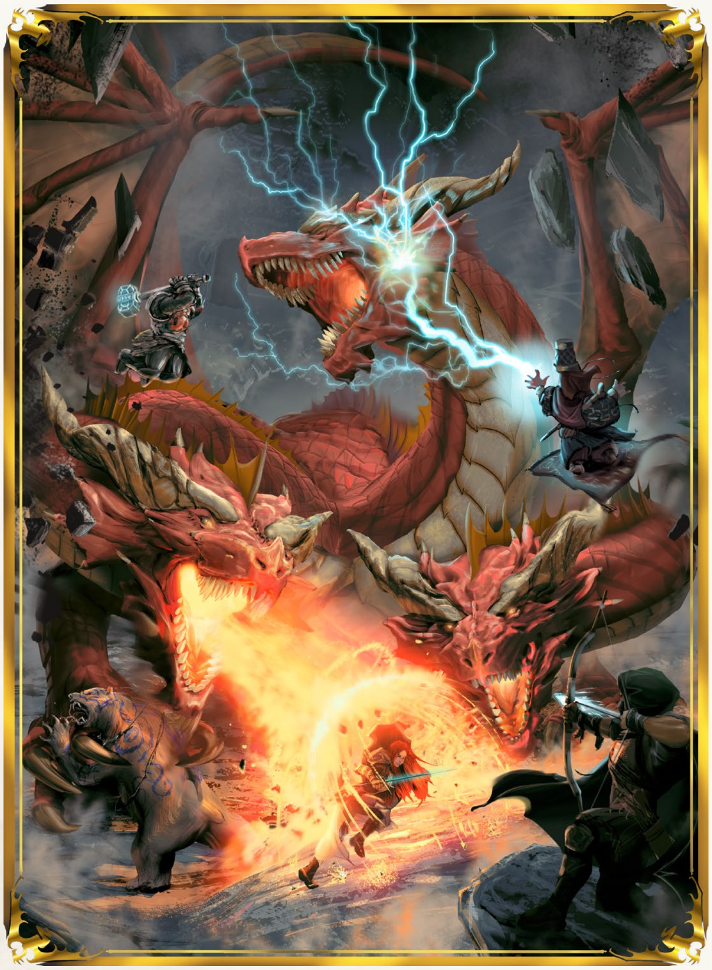

About this Book

Monster Manual Expanded III is the culmination of nearly two years of work that would have never been possible if not for the fantastic support of customers who purchased the first two Monster Manual Expanded books, as well as the Talents series books.

As with the previous two books, Monster Manual Expanded III assists dungeon masters by cutting their prep time and providing them additional bestiary options to dress up their adventures. Many creatures in this tome are archetypes and variants found in the Monster Manual, Volo's Guide to Monsters, Mordenkainen's Tome of Foes, and other official 5E adventure books. There will be more new monsters this third time around, though, most of which come from earlier D&D editions. A few others have roots from my home country, the Philippines. The most significant change from the previous books is that this book is filled with original, professional-level artwork, thanks to the amazing talents of Bad Moon Art Studios and Brian Valeza, as well as Ruben de Vela and Sandeson Gonzaga. Almost every statblock is represented by magnificent artwork that can inspire dungeon masters to create exciting encounters. Of course, I also have to mention the beautiful stock art I used to fill out the book done by Dean Spencer, Forrest Imel, Bob Greyvenstein, Daniel Comerci, Ede László, and several others. Finally, I am forever grateful to Marco Pasamba, Justin Cole, Alain Bennett, and Karen Gallaghar for helping me again in improving the descriptive texts and addressing any balance issues and errors with the statblocks.

It has been a pleasure creating and designing this book, and I hope you will find the same gratifying experience using the creatures found herein for your campaign and I wish to continue to provide you the same level of quality for many years to come!

On the Cover

Monster Manual Expanded III features several dragons, so it should only make sense to have a dragon on its cover. I wanted to go with a type that has never been seen in one and decided to go with a multiheaded one that was inspired by the dragon Calastryx from the 4E Monster Vault Threat to Nentir Vale. However, I didn't just want to have a typical portrait-type cover. It had to be one that featured an epic battle with the adventuring party (featured several times in this book) in a Tyranny of Dragons campaign I ran for four years. The resulting jaw-dropping artwork was created by the amazing Ruben de Vela. I have to thank him greatly for his patience and genius for capturing and nailing my specific character action, pose, lighting, and scene requests. The outcome still exceeded my expectations - a true testament to Ruben's talents. This cover was the first art piece I had commissioned for Monster Manual Expanded III, and it made me decide to invest in more commissions. A cover like this deserves to have an equally impressive interior artwork.

Acknowledgement

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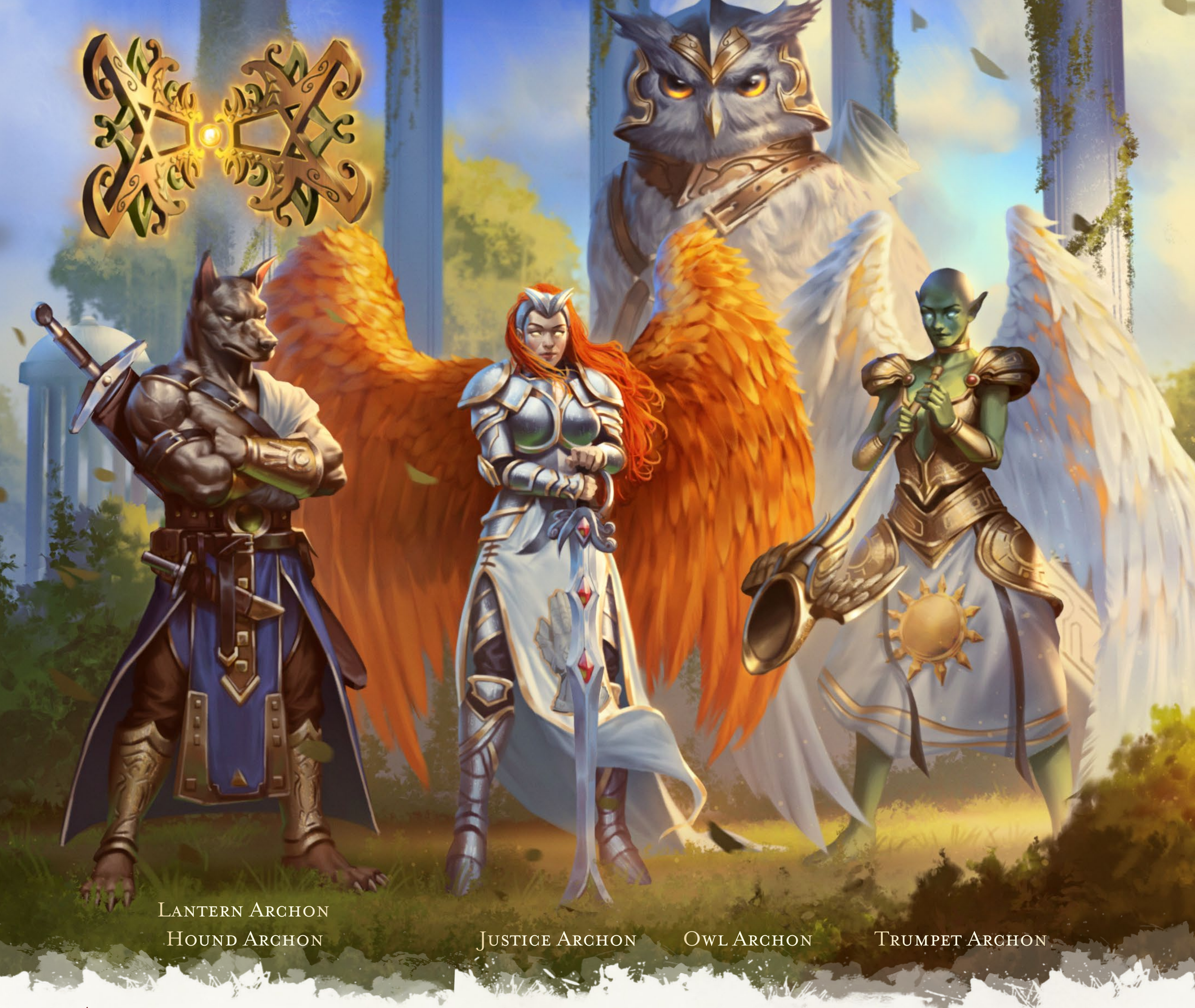


ARCHONS

ARCHONS

The mighty archons are exalted celestial champions who maintain peace, uphold justice, and serve the angels and deities of Arcadia, Bytopia, and the Seven Heavens of Mount Celestia.

Benevolent Guardians. Whereas angels act more as agents, commanders, and generals, archons fill the role of soldiers, scouts, and support specialists. They protect the innocent and defenseless and aid the wounded and sick. They despise and stand against malevolent supernatural creatures such as demons, devils, yugoloths, and evil undead. They capture and bring to justice powerful creatures who have performed depraved and despicable acts. Unfortunately, their unwavering sense of righteousness often leaves them vulnerable to manipulation and conflict.

Blessed Champions. Archons never willingly use violence unless it is necessary. However, if combat is unavoidable, archons can be a terrifying thing to behold as they become justice and vengeance personified. They radiate an aura of menace that can sap the will of their foes. Archons are expert battle tacticians, able to teleport at will and cast powerful divine spells that can aid allies and banish foes. In addition to their impressive powers, they are also fearless, tireless, resistant to most attacks, and can't be charmed.

Divine Agents. While they rarely leave Mount Celestia, archons can be encountered anywhere, even in the Lower Planes. They frequently travel to the Material Plane on a variety of missions, acting as couriers, messengers, spies, or marshals. Archons have been known to assist adventurers, especially if they are favored by their deities.

Types of Archons. There are eight major types of archons, each with different characteristics and abilities. The hound archon, justice archon, and lantern archons are the most numerous ones, and make up the bulk of the archon army, serving as foot soldiers, guards, and scouts. The owl archon, trumpet archon, and warden archon are specialists, while the sword archon and the throne archon act as military officers.

Immortal Nature. An archon doesn't require food, drink, or sleep.

HOUND ARCHON

Hound archons resemble tall, muscular humanoids with canine heads. They have an athletic physique and are experts in melee combat. They rarely wear armor, which they find constrictive, relying more on their agility and martial abilities for defense. They prefer to wield two-handed weapons such as greatswords.

Stalwart Protectors. The gallant hound archons are Mount Celestia's foot soldiers and guards. They are very protective of the innocent and are ready to give their lives if necessary. When sent on missions to the Material Plane, they often assume canine forms, posing as pets or guard dogs.

HOUND ARCHON

Medium Celestial, typically Lawful Good

Armor Class 15 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	11 (+0)	15 (+2)	14 (+2)

Skills Perception +4, Stealth +5
Damage Resistances lightning, poison, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 60 ft., passive Perception 14
Languages all, telepathy 60 ft.
Challenge 3 (700 XP) **Proficiency Bonus** +2

Aura of Menace. The archon emanates an aura of menace in a 30-foot radius. The first time any enemy creature enters the aura or starts its turn there during a battle, the creature must succeed on a DC 12 Wisdom saving throw or become frightened of the archon for 1 minute or until it takes any damage.

Keen Smell. The archon has advantage on Wisdom (Perception) checks that rely on smell.

Magic Resistance. The archon has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The archon makes two attacks: one with its Bite and one with its Greatsword.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

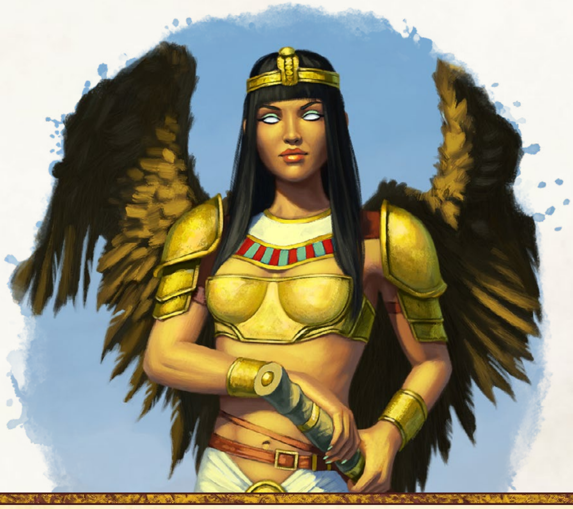
Spellcasting. The archon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability:

At will: *aid, continual flame, detect evil and good*

Teleport. The archon magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.

Change Shape. The archon can use its action to polymorph into a humanoid or canine beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the archon's choice).

In a new form, the archon retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.



JUSTICE ARCHON

Medium Celestial, typically Lawful Good

Armor Class 18 (plate mail)
Hit Points 67 (9d8 + 27)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	17 (+3)	11 (+0)	16 (+3)	17 (+3)

Skills Intimidation +6, Perception +6
Damage Resistances lightning, poison, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 60 ft., passive Perception 16
Languages all, telepathy 60 ft.
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Aura of Menace. The archon emanates an aura of menace in a 30-foot radius. The first time any enemy creature enters the aura or starts its turn there during a battle, the creature must succeed on a DC 14 Wisdom saving throw or become frightened of the archon for 1 minute or until it takes any damage.

Magic Resistance. The archon has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The archon makes two Greatsword attacks.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Spellcasting. The archon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *aid, continual flame, detect evil and good*
1/day: *magic circle*

Teleport. The archon magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.

BONUS ACTIONS

Justice Strike (3/Day). The archon deals extra damage when it hits a creature with a melee attack. The extra damage depends on the target's alignment:

Any Evil: 13 (3d8) radiant damage.
Chaotic Neutral or *Neutral:* 9 (2d8) radiant damage.
Chaotic Good or *Lawful Neutral:* 4 (1d8) radiant damage.

REACTIONS

Castigating Strike. When a creature within 5 feet of the archon deals damage to an ally, the archon makes a melee weapon attack against that creature.

JUSTICE ARCHON

The fearsome justice archons are the peacekeepers in Mount Celestia, appearing as winged humanoids garbed in resplendent-looking plate armor.

Zealous Inquisitors. If anyone commits an atrocity in the Upper Planes, you can be sure that justice archons will come for them. Unfortunately, their zealousness to mete swift justice often brings them into conflict with those who ask for mercy or leniency. Despite these issues, justice archons are highly valued for their vigilance and fervor.

When encountered in the Material Plane, justice archons are likely on a mission to capture or deliver judgement on a creature.

LANTERN ARCHON

The most common of all archons, lantern archons resemble 3-foot-diameter radiant orbs that constantly pulsate in a slow rhythm. Though limited in intelligence, lantern archons are beings of purity and goodwill and are always eager to help anyone in need.

Guiding Lights. Lantern archons are found all over Mount Celestia, wandering around waiting to welcome and aid adventurers and other planar travelers seeking passage. They are often encountered in the company of other archons, which are usually hound archons. They serve as hound archons' scouts and aid them in battle by illuminating their foes with their light rays, making them easier targets.

LANTERN ARCHON

Small Celestial, typically Lawful Good

Armor Class 15 (natural armor)
Hit Points 14 (4d6)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	6 (-3)	13 (+1)	15 (+2)

Damage Resistances lightning, poison, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 60 ft., passive Perception 10
Languages all, telepathy 60 ft.
Challenge 1 (200 XP) **Proficiency Bonus** +2

Aura of Menace. The archon emanates an aura of menace in a 30-foot radius. The first time any enemy creature enters the aura or starts its turn there during a battle, the creature must succeed on a DC 12 Wisdom saving throw or become frightened of the archon for 1 minute or until it takes any damage.

Illumination. The archon sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Magic Resistance. The archon has advantage on saving throws against spells and other magical effects.

ACTIONS

Light Ray. *Ranged Spell Attack:* +4 to hit, range 30 ft., one target. *Hit:* 4 (1d8) radiant damage, and the next attack roll made against this target before the end of the archon's next turn has advantage.

Spellcasting. The archon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability:

At will: *aid, continual flame, detect evil and good*

Teleport. The archon magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.

OWL ARCHON

The altruistic owl archon appears as a giant, 9-foot tall owl with silvery snow-white plume and bright golden eyes that exhibit wisdom and kindness. It directly answers to the deities of Mount Celestia, as well as to the high-ranked angels and archons. It is feared for its ability to petrify foes with its gaze.

Divine Emissaries. An owl archon serves as a scout, courier, and envoy. While the owl archon is often busy with its tasks, it will not hesitate to help and protect those in need. Of all the archons, the owl archon is the most commonly encountered one outside the plane of Mount Celestia.

OWL ARCHON

Large Celestial, typically Lawful Good

Armor Class 18 (natural armor)
Hit Points 104 (11d10 + 44)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	15 (+2)	19 (+4)	19 (+4)

Saving Throws Wis +8, Cha +8
Skills Insight +8, Perception +8
Damage Resistances lightning, poison, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 60 ft., passive Perception 18
Languages all, telepathy 60 ft.
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Aura of Menace. The archon emanates an aura of menace in a 30-foot radius. The first time any enemy creature enters the aura or starts its turn there during a battle, the creature must succeed on a DC 16 Wisdom saving throw or become frightened of the archon for 1 minute or until it takes any damage.

Dive Attack. If the archon is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target.

Magic Resistance. The archon has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The archon makes two attacks: one with its Beak and one with its Talons.

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

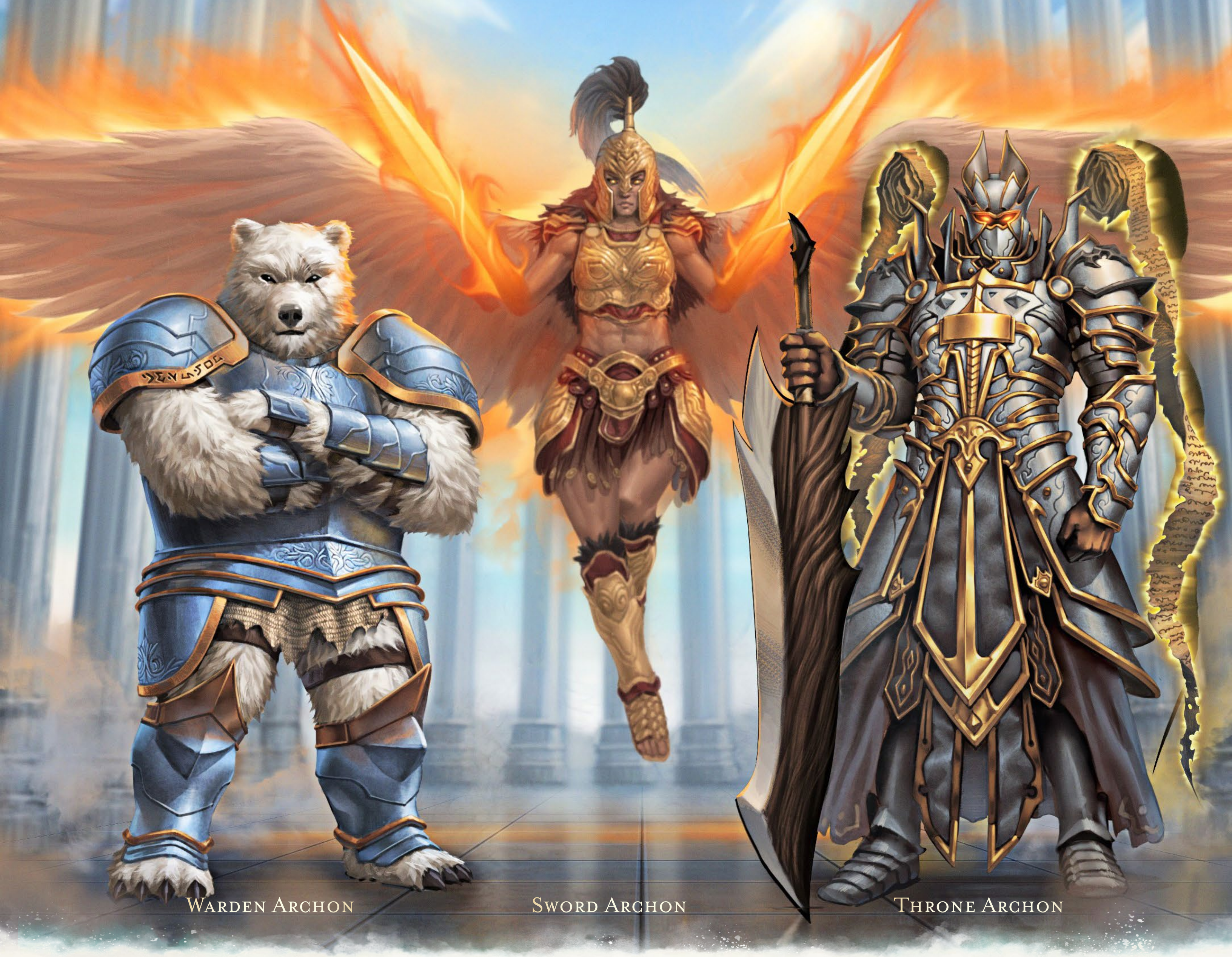
Talons. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Spellcasting. The archon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *aid* (3rd level)*, animal friendship, calm emotions, continual flame, cure wounds, detect evil and good, faerie fire*
3/day each: *dispel magic, freedom of movement, greater restoration*
1/day each: *dispel evil and good, holy weapon*

Teleport. The archon magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.

Petrifying Eye Rays (6/Day). *Ranged Spell Attack:* +8 to hit, range 30 ft., one target. *Hit:* The target must succeed on a DC 16 Constitution saving throw. On a failed save, the creature is petrified for 24 hours, until freed by the *greater restoration* spell or other magic.



Sword Archon

The fearsome sword archons are the marshals of Mount Celestia, in charge of enforcing the law and maintaining the peace. They appear as 8-foot-tall humanoids with muscular bodies and attractive features. Their eyes and magnificent-looking wings faintly glow with a golden-orange radiance.

Sword Arms. Sword archons are known for their prowess in combat and their ability to transform their forearms into magical flaming swords that can't be disarmed. They are particularly feared for their ability to discorporate their quarries with their sword arms, sending their souls to be imprisoned in Mount Celestia. While they serve a role similar to justice archons, sword archons specialize in hunting and dealing with more significant threats, such as powerful fiends and undead.

Throne Archon

The benevolent throne archons are the commanders of all archons and serve as judges and generals. They report directly to planetars, solars, and the deities of Mount Celestia. Throne archons stand 12 feet in height and appear as imposing humanoids with flawless golden skin and intense blazing eyes. They wear impressive-looking golden or silver plate mail armor and wield enormous magical greatswords. Throne archons don't have wings like most archons, but they still can fly effortlessly at will. Their primary duties are overseeing archon officers, conducting court proceedings, and passing judgement.

Penitentiary Gaze. Throne archons despise combat, but enemies learn quickly how incredibly powerful throne archons are if they are forced to fight. They are known for their devastating greatsword attacks and their uncanny ability to make foes remorseful of their sins by simply meeting their gaze.

Trumpet Archon

Trumpet archons serve as official emissaries and heralds of the gods of Mount Celestia. They appear as winged attractive bald humanoids with emerald skin and as their name implies, carry gleaming silver trumpets known as buisines. Like owl archons, trumpet archons are typically encountered outside the plane of Mount Celestia as they are often sent on important diplomatic missions and usually escorted by sword and justice archons.

Trumpet Blaster. Trumpet archons disdain combat and will always try to find ways to avoid it. If pressed to fight, however, they will use their spells only for defense. If given no choice, they will wield their buisines as devastating war mauls. What makes trumpet archons dangerous, though, are their trumpet blasts, which can paralyze or stun foes.

Sword Archon

Large Celestial, typically Lawful Good

Armor Class 17 (half plate)
Hit Points 126 (12d10 + 60)
Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Wis +6, Cha +8
Skills Intimidation +8, Perception +6
Damage Resistances lightning, poison, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 60 ft., passive Perception 16
Languages all, telepathy 60 ft.
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Aura of Menace. The archon emanates an aura of menace in a 30-foot radius. The first time any enemy creature enters the aura or starts its turn there during a battle, the creature must succeed on a DC 16 Wisdom saving throw or become frightened of the archon for 1 minute or until it takes any damage.

Flyby. The archon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Magic Resistance. The archon has advantage on saving throws against spells and other magical effects.

Discorporating Dive (3/Day). If the archon is flying and dives at least 30 feet straight toward a target and then hits it with an armblade attack, the archon can force the target to make a DC 17 Constitution saving throw. On a failed save, the creature takes 22 (5d8) radiant damage and 22 (5d8) fire damage and the target is disintegrated if this damage leaves it with 0 hit points. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. In addition, a disintegrated humanoid's soul is sent to a prison in the Seven Heavens of Celestia. Until its soul is released or a *wish* spell is used, the creature cannot be restored to life. On a successful save, the creature takes half as much damage.

Actions

Multiattack. The archon makes two Armblade attacks.

Armblade. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 4 (1d8) radiant damage and 4 (1d8) fire damage.

Spellcasting. The archon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *aid* (3rd level)*, continual flame, detect evil and good*
3/day: *dispel magic, enemies abound, locate object*
1/day each: *dispel evil and good, locate creature*

Teleport. The archon magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.

Bonus Actions

Armblades. The archon transforms the flesh of its forearms, hardening and sharpening them into the form of divine, fiery swordblades, or vice versa. The archon's armblade attacks are considered magical.

Throne Archon

Large Celestial, typically Lawful Good

Armor Class 18 (plate mail)
Hit Points 157 (15d10 + 75)
Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+1)	20 (+5)	14 (+2)	16 (+3)	20 (+5)

Saving Throws Con +10, Wis +8, Cha +10
Skills Insight +8, Perception +8, Persuasion +10
Damage Resistances lightning, poison, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses truesight 60 ft., passive Perception 18
Languages all, telepathy 60 ft.
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Aura of Menace. The archon emanates an aura of menace in a 30-foot radius. The first time any enemy creature enters the aura or starts its turn there during a battle, the creature must succeed on a DC 18 Wisdom saving throw or become frightened of the archon for 1 minute or until it takes any damage.

Improved Critical. The archon's weapon attacks score a critical hit on a roll of 19 or 20.

Penitentiary Gaze. Provided the archon isn't incapacitated, if a non-lawful good creature starts its turn within 30 feet of the archon and the two of them can see each other, the archon can force the creature to make a DC 18 Wisdom saving throw if the archon isn't incapacitated. On a failed save, the creature becomes wracked with guilt and filled with remorse over its life's actions that weren't lawful or good, and suffers an effect depending on its alignment:

LN or *NG*: The target suffers the effect of the *confusion* spell without making a saving throw. The effect lasts until the end of its next turn. The archon doesn't need to concentrate on the spell.
CG, *CN* or *N*: Gain 1 level of exhaustion.
CE, *NE*, or *LE*: Gain 1 level of exhaustion and take 5 (1d10) psychic damage and 5 (1d10) radiant damage.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the archon until the start of its next turn, when it can avert its eyes again.

If it looks at the archon in the meantime, it must immediately make the save. If a creature's saving throw is successful, the creature is immune to the archon's Penitentiary Gaze for the next 24 hours.

Magic Resistance. The archon has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The archon makes three Greatsword attacks, or makes one Greatsword attack and casts one spell that takes 1 action to cast.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage plus 13 (3d8) radiant damage.

Spellcasting. The archon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18):

At will: *aid* (5th level)*, continual flame, detect evil and good*
3/day each: *banishment, dawn, dispel magic, greater restoration, mass cure wounds*
1/day each: *circle of power, divine word, resurrection*

Teleport. The archon magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.

Trumpet Archon

Medium Celestial, typically Lawful Good

Armor Class 17 (natural armor)
Hit Points 119 (14d8 + 56)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	18 (+4)	16 (+3)	20 (+5)	18 (+4)

Saving Throws Dex +7, Wis +9, Cha +8
Skills Performance +8, Persuasion +8
Damage Resistances lightning, poison, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 60 ft., passive Perception 15
Languages all, telepathy 60 ft.
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Aura of Menace. The archon emanates an aura of menace in a 30-foot radius. The first time any enemy creature enters the aura or starts its turn there during a battle, the creature must succeed on a DC 16 Wisdom saving throw or become frightened of the archon for 1 minute or until it takes any damage.

Magic Resistance. The archon has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The archon makes three Buisine attacks.

Buisine. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 13 (3d8) radiant damage.

Spellcasting. The archon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *aid* (4th level), *bless, continual flame, detect evil and good*
3/day each: *banishment, magic circle, mass cure wounds, raise dead*
1/day each: *blade barrier, heal*

Teleport. The archon magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.

Herald's Call (Recharge 5–6). The archon plays its buisine to create a sound of utter clarity and piercing beauty. Each non-celestial creature within 120 feet that can hear the archon must succeed on a DC 16 Wisdom saving throw or become charmed for 1 minute. A creature charmed in this way is paralyzed. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the archon's Herald's Call for the next 24 hours.

Buisine Blast (1/Day). The archon blows its buisine to emit a thunderous blast in a 60-foot cone that is audible 600 feet away. Each creature in the cone must make a DC 16 Constitution saving throw. On a failed save, a creature takes 54 (12d8) thunder damage and is deafened for 1 minute. If a target's saving throw fails by 5 or more, the creature is also stunned until the end of its next turn. On a successful save, a creature takes half as much damage and isn't deafened. Creatures and objects made of glass or crystal have disadvantage on the saving throw and take 108 (24d8) thunder damage instead of 54 (12d8).

Warden Archon

Large Celestial, typically Lawful Good

Armor Class 15 (breastplate)
Hit Points 95 (10d10 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	18 (+4)	16 (+3)	14 (+2)	14 (+2)

Saving Throws Int +6, Wis +5
Skills Investigation +6, Perception +8
Damage Resistances lightning, poison, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses truesight 60 ft., passive Perception 18
Languages all, telepathy 60 ft.
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Aura of Menace. The archon emanates an aura of menace in a 30-foot radius. The first time any enemy creature enters the aura or starts its turn there during a battle, the creature must succeed on a DC 13 Wisdom saving throw or become frightened of the archon for 1 minute or until it takes any damage.

Magic Resistance. The archon has advantage on saving throws against spells and other magical effects.

Unerring Assay. The archon can unerringly identify the alignment of any creature it can see within 60 feet of it. Masking one's alignment, such as the use of a *ring of mind shielding*, will not deter the archon's unerring assay.

Actions

Multiattack. The archon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Spellcasting. The archon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

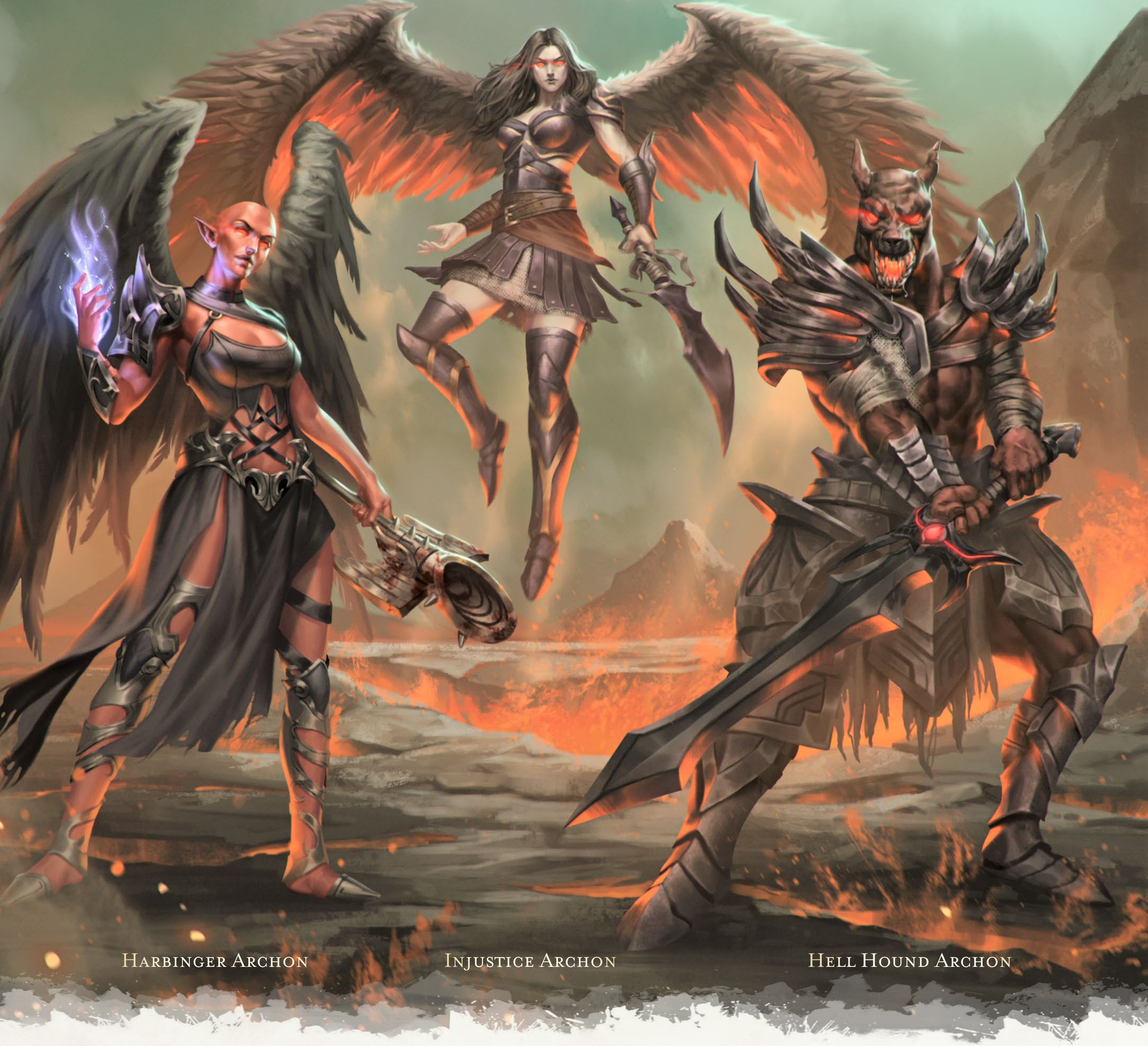
At will: *aid, continual flame, detect evil and good, detect thoughts, locate creature, locate object, scrying, true strike*
1/day: *circle of power*

Teleport. The archon magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 30 feet to an unoccupied space it can see.

Warden Archon

Warden archons are the sentinels of Mount Celestia's gates, portals, and penitentiaries. They are 10-foot-tall humanoids with ursine features and surprisingly dexterous clawed hands. While they may come across as menacing, warden archons are gentle giants who are averse to combat. Nevertheless, if they need to fight, they become formidable warriors, able to rip enemies apart with their sharp claws and teeth.

Unerring Assay. Anyone who arrives at Mount Celestia must go through a warden archon's inspection. Its ability to identify a creature's alignment enables it to spot potential enemies immediately. It also spends time observing other planes through giant scrying pools, reporting its findings directly to throne archons.



Archons, Fallen

Fallen Archons

An archon always answers to a higher being: a superior archon, angel, and always to a Mount Celestial deity. It is expected to abide by and enforce the laws of its god. There are rare instances that an archon, just like its angel brethren, for some reason or another, would deviate from the stringent rules set for it. Depending on the gravity of its actions, an archon may be stripped of its station, banished from Mount Celestia, or even imprisoned. Such an archon has become a fallen archon.

Fallen from Grace. Most fallen archons who are banished willingly live out their lives as mortals in the Material Plane, accepting it as a form of penitence. However, a few, having been twisted by their perverse pride, greed, and selfishness, become subversive and hide out in the Lower Planes. As they simmer in anger and hate, they become prone to temptation.

Diabolical Transformation. Agents representing archdevils from the Nine Hells offer fallen archons a place where they can be respected, given power, and a chance to punish those that have wronged them. Those that accept sign a diabolical contract that binds their souls to Asmodeus and the Nine Hells. They transform and become corrupted shadows of their former selves and ultimately become devils. They lose some of their archon abilities but gain new, fiendish ones.

Agents of the Nine Hells. Most fallen archons become soldiers of archdevils that recruited them. Others become assassins, agents, and spies. No matter their role, fallen archons are no longer bound by their conscience or morality and have become cruel, merciless, and unforgiving.

Immortal Nature. A fallen archon doesn't require food, drink, or sleep.

HARBINGER ARCHON

Medium Fiend (Devil), typically Lawful Evil

Armor Class 17 (natural armor)
Hit Points 133 (14d8 + 70)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	20 (+5)	16 (+3)	18 (+4)	16 (+3)

Saving Throws Wis +9, Cha +8
Skills Performance +8, Persuasion +8
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 14
Languages all, telepathy 60 ft.
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Devil's Sight. Magical darkness doesn't impede the fallen archon's darkvision.

Magic Resistance. The fallen archon has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The fallen archon makes three Buisine attacks, or makes one Buisine attack and casts one spell that takes 1 action to cast.

Buisine. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 13 (3d8) necrotic damage.

Spellcasting. The fallen archon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

At will: *bane, darkness, detect evil and good, invisibility* (self only)
3/day each: *animate dead, banishment, bestow curse, contagion*
1/day each: *blade barrier, divine word, harm*

Teleport. The fallen archon magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.

Harbinger's Hymn (Recharge 5–6). The fallen archon plays its buisine to create a sound of utter horror and terrifying beauty. Each nonfiend creature within 120 feet that can hear the fallen archon must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature frightened in this way is paralyzed. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the fallen archon's Harbinger's Hymn for the next 24 hours.

Buisine Blast (1/Day). The fallen archon blows its buisine to emit a thunderous blast in a 60-foot cone that is audible 600 feet away. Each creature in the cone must make a DC 16 Constitution saving throw. On a failed save, a creature takes 54 (12d8) thunder damage and is deafened for 1 minute. If a target's saving throw fails by 5 or more, the creature is also stunned until the end of its next turn. On a successful save, a creature takes half as much damage and isn't deafened. Creatures and objects made of glass or crystal have disadvantage on the saving throw and take 108 (24d8) thunder damage instead of 54 (12d8).

HARBINGER ARCHON

Fallen trumpet archons are called harbinger archons. They continue to fulfill the role of heralds and messengers, serving their new archdevil masters. When they blow their buisines, it is often a notification for war or the impending arrival of the armies of the Nine Hells. Harbinger archons take every opportunity to lie, kill, and manipulate in order to further their master's interests, as well as their own.

HELL HOUND ARCHON

Medium Fiend (Devil), typically Lawful Evil

Armor Class 14 (natural armor)
Hit Points 51 (6d8 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	11 (+0)	12 (+1)	12 (+1)

Skills Perception +3, Stealth +4
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages all, telepathy 60 ft.
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Devil's Sight. Magical darkness doesn't impede the fallen archon's darkvision.

Keen Smell. The fallen archon has advantage on Wisdom (Perception) checks that rely on smell.

Magic Resistance. The fallen archon has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The fallen archon makes two attacks: one with its Bite and one with its Greatsword.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 3 (1d6) fire damage.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Teleport. The fallen archon magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.

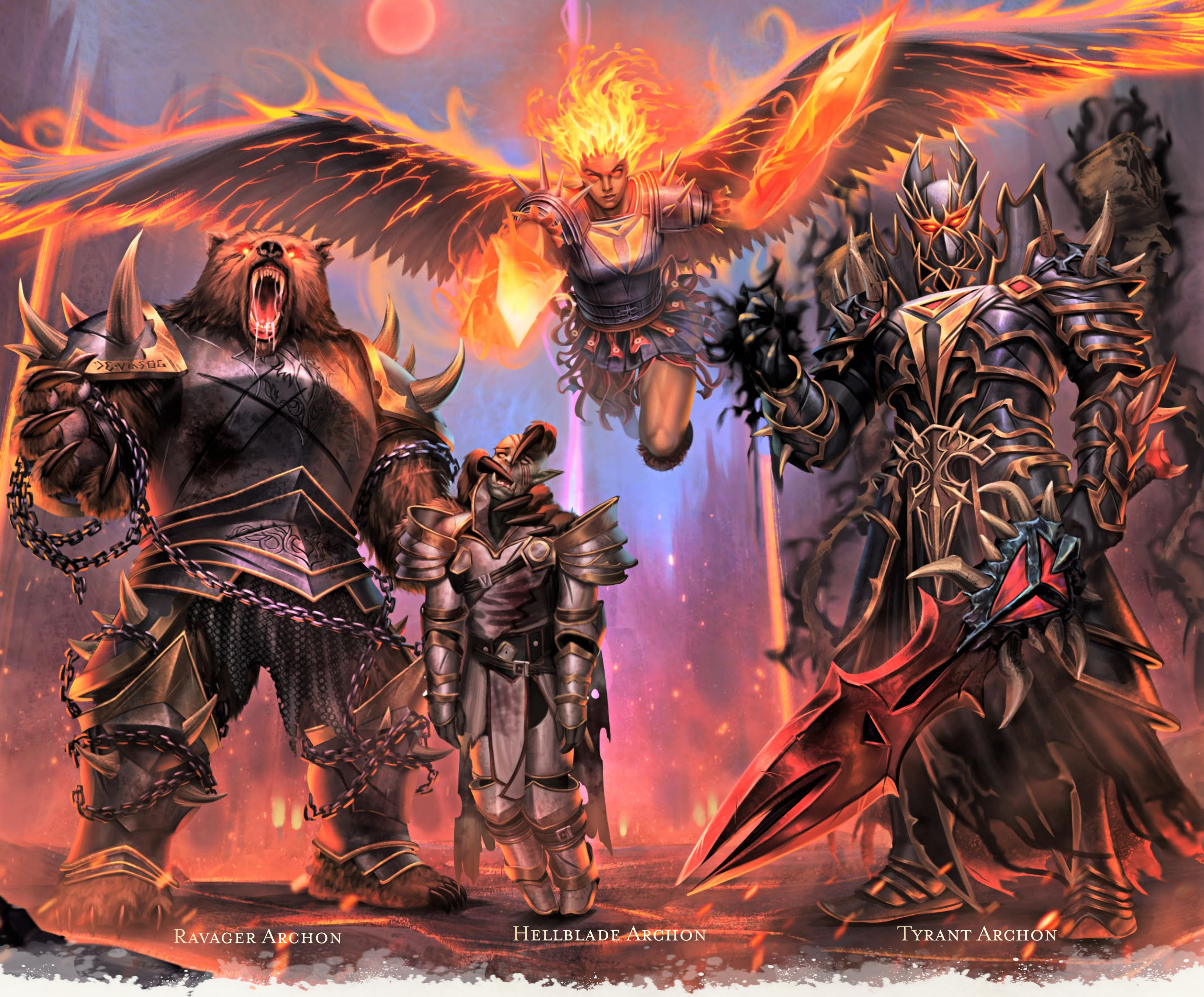
Spellcasting. The fallen archon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 11):

At will: *bane, darkness, detect evil and good, invisibility* (self only)

Fire Breath (Recharge 5–6). The fallen archon exhales fire in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Change Shape. The fallen archon can use its action to polymorph into a humanoid or hell hound that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the fallen archon's choice).

In a new form, the fallen archon retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.



Hell Hound Archon

When hound archons fall, they transform into savage hell hound hybrids. Their fur ranges from black to muddy dark red. Their eyes gleam like embers, and flames lick from their mouths. They guard their master's citadels and hunt and track those who seek to escape from it. As their name implies, they can breathe fire, as well as transform into hell hounds. They are also often seen training and leading packs of hell hounds.

Hellblade Archon

Hellblade archons are former sword archons that let their emotions get the best of them. They may have lost a close friend or ally to an enemy. Blinded by rage and their need for vengeance, they willingly ignored their sacred oaths and instructions. Banished from Mount Celestia, they felt betrayed and turned their anger back at their former allies. Now residing in the Nine Hells, hellblade archons are tasked by archdevils to lead troops of devils and often keep a retinue of loyal injustice archons.

Hellblade archons are more formidable opponents in combat. Aside from being able to cast more dangerous spells, they can also project an aura of hellfire which makes enemies more vulnerable to their fire-based attacks.

Injustice Archon

Justice archons are prone to anger, self-righteousness, and obsession. It is no surprise that of all archons, they are the ones who often become fallen archons. Known as injustice archons, these cruel and merciless devils serve their diabolical masters as assassins and inquisitors. They are relentless hunters, never stopping until they or their quarries are dead. Adventurers who have continuously thwarted the interests of a powerful devil may soon find themselves the targets of injustice archons.

Ravager Archon

Unlike their counterpart warden archons, ravager archons would lead devils to raid, pillage, and lay siege on enemy encampments and settlements. Their knowledge and experience of guarding well-defended bastions make them perfect to spearhead such missions. They are sometimes sent to the Material Plane to lead diabolical cults in assault missions against their enemies.

In combat, ravager archons are bloodthirsty and ferocious fighters, tearing their enemies apart with their mighty claws and sharp teeth. What makes them even more dangerous than warden archons is their ability to cast the powerful *devastating wave* spell.

HELLBLADE ARCHON

Large Fiend (Devil), typically Lawful Evil

Armor Class 17 (half plate)
Hit Points 138 (12d10 + 72)
Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	22 (+6)	12 (+1)	12 (+1)	16 (+3)

Saving Throws Wis +5, Cha +7
Skills Intimidation +7, Perception +5
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 15
Languages all, telepathy 60 ft.
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Devil's Sight. Magical darkness doesn't impede the fallen archon's darkvision.

Flyby. The fallen archon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Magic Resistance. The fallen archon has advantage on saving throws against spells and other magical effects.

Discorporating Dive (3/Day). If the fallen archon is flying and dives at least 30 feet straight toward a target and then hits it with an armblade attack, the fallen archon can force the target to make a DC 18 Constitution saving throw. On a failed save, the creature takes 22 (5d8) necrotic damage and 22 (5d8) fire damage and the target is disintegrated if this damage leaves it with 0 hit points. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of black ash. In addition, a disintegrated humanoid creature has its soul funneled into the River Styx, where it's reborn instantly as a lemure devil. Until its soul is released or a *wish* spell is used, the creature cannot be restored to life. On a successful save, the creature takes half as much damage.

ACTIONS

Multiattack. The fallen archon makes two Armblade attacks.

Armblade. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 4 (1d8) fire damage and 4 (1d8) necrotic damage.

Spellcasting. The fallen archon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *bane, darkness, detect evil and good, invisibility* (self only)
3/day: *bestow curse, dispel magic, enemies abound*
1/day each: *dispel evil and good, flame strike*

Teleport. The fallen archon magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.

BONUS ACTIONS

Armblades. The fallen archon transforms the flesh of its forearms, hardening and sharpening them into the form of divine, fiery swordblades, or vice versa. The fallen archon's armblade attacks are considered magical.

Hellfire Aura. The fallen archon emits hellfire. A creature that starts its turn within 10 feet of the fallen archon, or touches it or hits it with a melee attack while within 10 feet of it and the Hellfire Aura is active takes 9 (2d8) fire damage. A creature that takes damage from the Hellfire Aura becomes vulnerable to fire damage until the start of its next turn. The Hellfire Aura remains until the fallen archon dies or until it dismisses it as a bonus action.

INJUSTICE ARCHON

Medium Fiend (Devil), typically Lawful Evil

Armor Class 18 (plate mail)
Hit Points 76 (9d8 + 36)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

Skills Intimidation +5, Perception +4
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 14
Languages all, telepathy 60 ft.
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Devil's Sight. Magical darkness doesn't impede the fallen archon's darkvision.

Magic Resistance. The fallen archon has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The fallen archon makes two Greatsword attacks, or makes one Greatsword attack and casts one spell that takes 1 action to cast.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Spellcasting. The fallen archon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *bane, darkness, detect evil and good, invisibility* (self only)
1/day: *bestow curse*

Teleport. The fallen archon magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.

REACTIONS

Castigating Strike. When a creature within 5 feet of the fallen archon deals damage to an ally, the fallen archon makes a melee weapon attack against that creature.

BONUS ACTIONS

Injustice Strike (3/Day). The fallen archon deals extra damage when it hits a creature with a melee attack. The extra damage depends on the target's alignment:

Any Good: 13 (3d8) necrotic damage.
Chaotic Neutral or *Neutral*: 9 (2d8) necrotic damage.
Chaotic Evil or *Lawful Neutral*: 4 (1d8) necrotic damage.

TYRANT ARCHON

Fallen throne archons are extremely rare, but they do exist. When Zariel was still a solar and led an army into Avernus, she was accompanied by a squadron of archons dedicated and loyal to her. Almost all were slain when Zariel's forces were defeated. Those who survived, including a few throne archons, succumbed to the corrupting influence of Asmodeus after Zariel accepted the offer of the Lord of Nessus. Now known as tyrant archons, these devils serve as chief lieutenants to Zariel and other archdevils.

Corrupting Force. Tyrant archons can rival the power of the mighty angels. In combat, they can strike with powerful melee attacks and unleash devastating spells in the same turn. Their dreaded corrupting gaze can turn good creatures into puppets they can manipulate.

Tyrant archons lead battalions of devils in the Blood War, and are always attended to by other fallen archons and lesser devils.

RAVAGER ARCHON

Large Fiend (Devil), typically Lawful Evil

Armor Class 15 (breastplate)
Hit Points 105 (10d10 + 50)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	20 (+5)	16 (+3)	12 (+1)	12 (+1)

Saving Throws Int +7, Wis +5
Skills Investigation +7, Perception +9
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses truesight 60 ft., passive Perception 19
Languages all, telepathy 60 ft.
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Devil's Sight. Magical darkness doesn't impede the fallen archon's darkvision.

Magic Resistance. The fallen archon has advantage on saving throws against spells and other magical effects.

Unerring Assay. The fallen archon can unerringly identify the alignment of any creature it can see within 60 feet of it. Masking one's alignment, such as the use of a *ring of mind shielding*, will not deter the fallen archon's unerring assay.

ACTIONS

Multiattack. The fallen archon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Spellcasting. The fallen archon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *bane, darkness, detect evil and good, invisibility* (self only)
1/day: *destructive wave*

Teleport. The fallen archon magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.

TYRANT ARCHON

Large Fiend (Devil), typically Lawful Evil

Armor Class 18 (plate mail)
Hit Points 172 (15d10 + 90)
Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+1)	22 (+6)	14 (+2)	14 (+2)	18 (+4)

Saving Throws Con +11, Wis +7, Cha +9
Skills Insight +7, Intimidation +9, Perception +7
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses truesight 60 ft., passive Perception 17
Languages all, telepathy 60 ft.
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Devil's Sight. Magical darkness doesn't impede the fallen archon's darkvision.

Improved Critical. The fallen archon's weapon attacks score a critical hit on a roll of 19 or 20.

Corrupting Gaze. Provided the fallen archon isn't incapacitated, if a non-evil creature starts its turn within 30 feet of the fallen archon and the two of them can see each other, the fallen archon can force the creature to make a DC 17 Wisdom saving throw. On a failed save, the creature is charmed by the fallen archon until the start of its next turn. While charmed in this way, a creature suffers the effect of the *dominate monster* spell without making a saving throw and treats all enemies of the fallen archon as its enemies. The fallen archon doesn't need to concentrate on the spell.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the fallen archon until the start of its next turn, when it can avert its eyes again.

If it looks at the fallen archon in the meantime, it must immediately make the save. If a creature's saving throw is successful, the creature is immune to the fallen archon's Corrupting Gaze for the next 24 hours.

Magic Resistance. The fallen archon has advantage on saving throws against spells and other magical effects.

ACTIONS

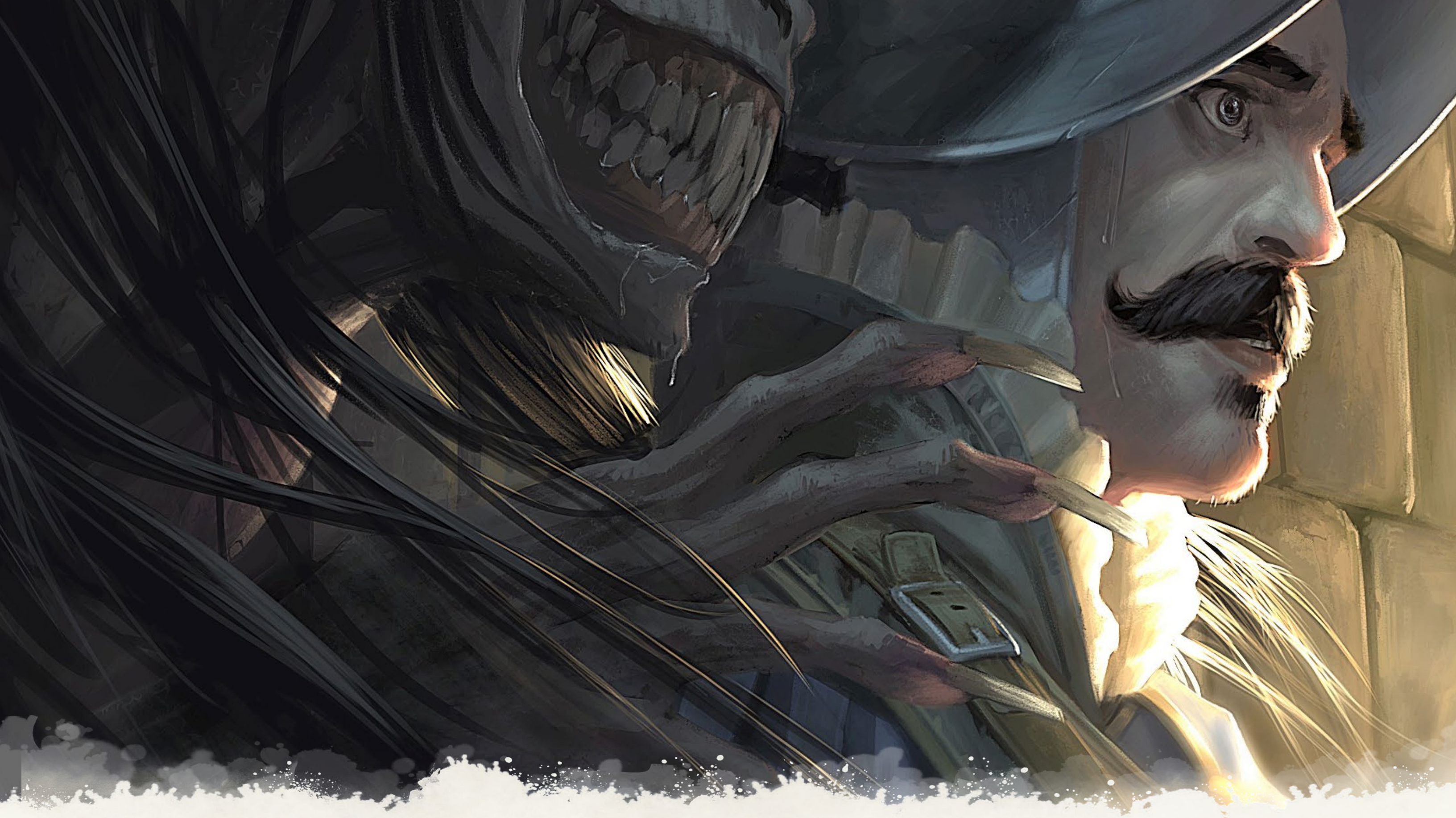
Multiattack. The fallen archon makes three Greatsword attacks, or makes one Greatsword attack and casts one spell that takes 1 action to cast.

Greatsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage plus 13 (3d8) necrotic damage.

Spellcasting. The fallen archon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):

At will: *bane, darkness, detect evil and good, invisibility* (self only)
3/day each: *banishment, contagion, dispel magic, insect plague*
1/day each: *destructive wave, divine word, symbol* (hopelessness)

Teleport. The fallen archon magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.



ASWANGS

ASWANG (UH-SWUNG)

An aswang is an accursed humanoid that transforms into a fiend. In its natural form, an aswang resembles a typical humanoid. At night, it can change its shape into a cunning, demonic predator. It hunts other humanoids and feasts on their blood, organs, or life force.

Aswang Curse. A humanoid creature can be afflicted by the aswang curse after it willingly made or was tricked into making a dark pact with a Demon Lord, sometimes through the actions of a hag. One can also be born into it if one or both of its parents are aswangs. Casting *remove curse*, *greater restoration*, or similar spell can free a humanoid of the curse, but a natural born aswang can only be freed of the curse with a *wish*. An aswang can either resist its curse or welcome it. By fighting the curse, an aswang keeps its normal behavior and personality while in its natural form. It can try to live its life as it wants but must constantly stave off the urge to feed. However, at nights of the full moon, the hunger becomes too great, and the curse overcomes the individual, forcing it to transform into its fiendish form. An aswang driven to this state becomes ravenous and will not stop hunting until it has fed. Each night that it fails to feed in its fiend form, it gains 1 level of exhaustion.

A genuinely depraved individual, or someone corrupted by it, sees the aswang curse as a gift and, over time, masters the ability to change into a fiend. However, an aswang can only transform at night and retain its demonic form until dawn, at which point it automatically transforms back to its humanoid form.

Masters of Deception. Aswangs hide in plain sight, living amongst normal folk and often taking up occupations like butchers, hunters, gravediggers, taxidermists, and trappers to help divert suspicions of why their homes may sometimes smell of carrion and death. They insert themselves into humanoid communities and earn their neighbors' trust through charm, friendliness, and generosity. They avoid getting physically close to an individual, though, because if one looks directly at their eyes, they will discover that their reflection is upside down. Aswangs tend to prey on members of society that no one will miss if they suddenly disappear. If such targets are unavailable, they travel to another community, settlement, or location that is far from their homes. They won't risk feeding near where they live. Anyone who becomes suspicious of them, or sees them in their fiendish form, is always dealt with immediately for fear of rousing an organized mob. A successful clan of aswangs can live in the outskirts of town, preying on its citizens for years without getting caught. If things start to go awry, the aswangs will not risk staying. They will leave as soon as they can and establish themselves in another community to begin anew.

Night Stalkers. Aswangs are careful, patient, and stealthy hunters, often choosing targets that are defenseless or weak. Typically during the day, aswangs pick and mark their target and identify where they live. At night after they transform, they stalk their prey and bide their time until they can attack when their target is most vulnerable. This means most of their assaults happen when their target is alone or asleep. They often just leave the bodies of their victims where they are to avoid the risk of getting caught. Because their kills bear specific types of wounds commonly attributed to ghouls, lycanthropes, or vampires, they aren't worried suspicions about their presence will be brought up.

Aswang Weaknesses. Aswangs, much like vampires, have several weaknesses. They find the pungent smell of garlic repulsive, and the chemical properties of pure salt sicken it. While an aswang can resist most blows, weapons made from a stingray's barbed tail, even simple ones, can hurt them normally. Because they become fiends while transformed, they are susceptible to attacks that specifically harm fiends, such as holy water. If an aswang fails its saving throw against a Dispel Evil and Good spell, it reverts to its humanoid form and can't transform for 1 minute.

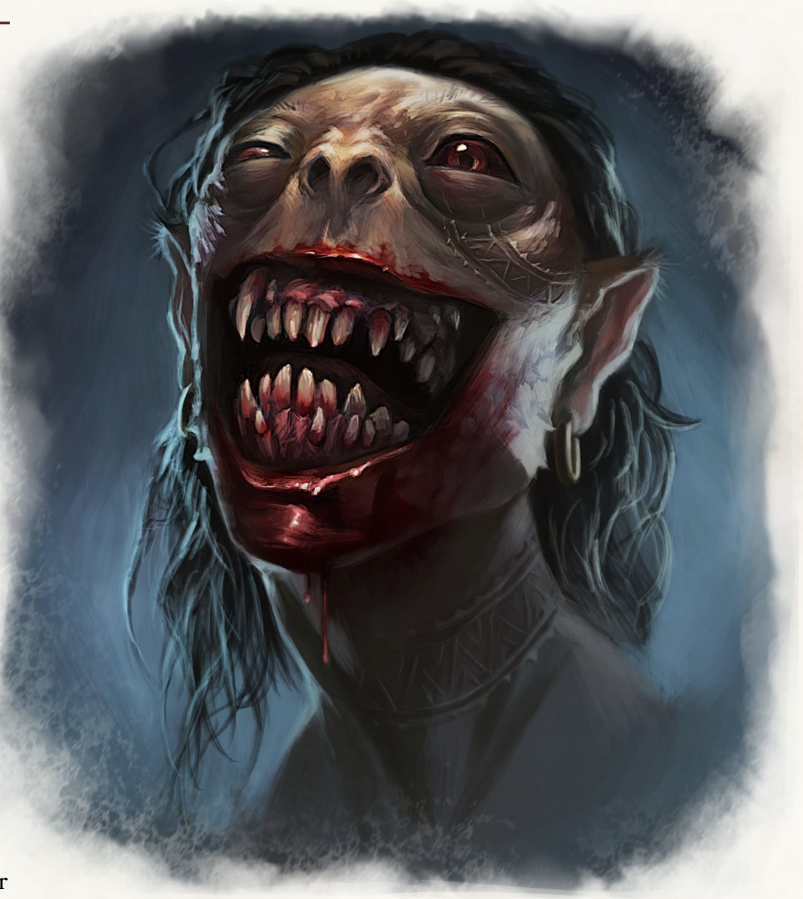
BUSO (BOO-SOH)

The buso, also called bhuts in other regions, is a malevolent and rapacious aswang with gluttonous tendencies. It is skinny and twitchy in humanoid form, with an unusually large and foul-smelling mouth and bloodshot eyes. In its fiend form, the buso resembles a ghoulish creature with leathery skin, wild, unkempt hair, flat nostrils, and an oversized mouth filled with rows of jagged teeth. Its gangly body has long, skinny limbs that end in large clawed hands and feet. The buso moves with a loping, feral gait.

Buso Curse. A humanoid becomes afflicted by the buso curse in four ways: One, by being cursed by a barrow hag. Second, after being bitten by a tigbanua. Third, by being born into it. Lastly, when a humanoid who has lived as a cannibal enters into a pact with Orcus, the Prince of Undeath.

Living Ghouls. While busos will eat fresh meat, they prefer eating carrion because to them it tastes like a delicacy. By day, busos work as gravediggers, cemetery groundskeepers, embalmers, and priests, allowing them easy access to cadavers. At night, they act like ghouls, congregating as packs and prowling catacombs, cemeteries, and graveyards. They create a disturbing cacophony of chattering sounds with their teeth and claws, which can instill fear in anyone who hears it. They dig out the dead and ravenously eat their decomposing flesh, drink whatever blood is left, and suck the marrows from their bones.

There are rumors of an aristocratic family of busos that host a party every full moon. They entertain their guests with fine cuisine, orgies, and other hedonistic indulgences during the day. By nightfall, the family reveal their true nature, slaughter their guests, and dine on their corpses in a lavish banquet hall.



BUSO

Medium Humanoid (Shapechanger), typically Chaotic Evil

Armor Class 12
Hit Points 19 (3d8 + 6)
Speed 30 ft., 40 ft. in Fiend Form, climb 30 ft. in Fiend Form

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +6, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't made from a stingray barb
Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 1 (200 XP) **Proficiency Bonus** +2

Unnerving Chatter (Fiend Form Only). Any creature that starts its turn within 60 feet of at least 3 busos that aren't incapacitated and can hear the busos must make a DC 12 Wisdom saving throw or become frightened of the busos for 1 minute. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the buso's Unnerving Chatter for the next 24 hours.

Keen Hearing and Smell. The buso has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack. The buso makes one attack with its Dagger (humanoid form) or two attacks: one with its Bite and one with its Claws (fiend form).

Bite (Fiend Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage, and the buso gains temporary hit points equal to the damage dealt.

Claws. (Fiend Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (2d4 + 5) slashing damage.

Dagger (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Change Shape The buso polymorphs into its Fiend Form or back into its true form, which is humanoid. In Fiend Form, the buso appears as a ghoul-like humanoid. Its statistics, other than its Speed, damage, and damage resistances, are the same in each form. It reverts to its true form at dawn or if it dies. The buso can only use this action at night. While transformed, the buso also gains the following features:

- The buso's creature type changes to fiend.
- The buso has advantage on Strength and Dexterity checks and Strength and Dexterity saving throws.
- When the buso makes a melee weapon attack, it gains a +3 bonus to the damage roll (included in the attack).
- The buso can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- If the buso starts its turn within 10 feet of a pound of salt or garlic, it becomes poisoned until the start of its next turn.

BONUS ACTIONS

Shadow Step (Fiend Form Only). While in dim light or darkness, the buso teleports up to 30 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

HALIMAW (HUH-LEE-MOU)

The vicious halimaw, also called motog but more commonly known as the devil swine, is an incredibly strong and cunning aswang. In its humanoid form, the halimaw often appears as a large, stocky, or rotund humanoid with a charming personality that masks its slothful and gluttonous behaviors. In its fiend form, it resembles a repulsive creature that has the hideous attributes of an ogre, a tusked boar, and a demon. It is often mistaken for a wereboar, a fact that the halimaw uses to mislead its adversaries.

Criminal Overlord. A halimaw is a vile and greedy lowlife who sought power and advancement by successfully entering into an accursed pact with the demon lord Baphomet. By day, the halimaw could be the local thieves' guild master, criminal ringleader, or corrupt town mayor. By night, it transforms into an aswang and hunts its enemies - anyone that may pose a threat to its operations and feeds on their flesh and viscera.

Master Manipulator. The halimaw is able to magically charm up to three humanoids at a time, which the aswang uses to full advantage. It often targets key political or business figures that help enable the halimaw's shady operations to become successful. One a charmed target has outlived its usefulness, it is promptly devoured by the halimaw to tie up loose ends.

Deadly Tusks. The halimaw is a very dangerous opponent and is considered by many as the most powerful type of aswang. Aside from being able to divide enemy ranks with its multiple charm ability and easily rip victims apart with its massive claws, its sharp tusks drip a deadly venom that can instantly kill those it gores.

KUBOT (KOO-BOT)

The dreadful kubot is a female aswang who often appears as a stunningly beautiful young maiden in her humanoid form. Her alluring looks hide a dark personality, as the kubot is malicious, spiteful, and filled with conceit. In her fiend form, the kubot resembles a hag or female vampire with dark gray skin, clawed hands and feet, and massively long hair that billows like seaweed underwater. She moves like a spider, using her claws and hair to crawl across rooftops, tree branches, and steep walls.

Vampiric Stalker. A female afflicted with the kubot curse ages a year each day. To revert to her young age, she must transform into a kubot and feed on the life force of a young humanoid. At night, the kubot prowls dark wooded areas, secluded farmlands, and shadowy alleys searching for youthful victims. She smothers and blinds her prey by forcibly shoving her tentacle-like hair strands into the victim's eyes, ears, nostrils, and mouth. Once the target is secured, she drains it of its life essence, leaving nothing but a withered and dried husk. Afterwards, the kubot becomes as young as its last prey.

The Dark Prince's Gift. It is said that the very first kubot was once a very attractive but vain and wicked aristocratic woman who, as she got older, became more envious and resentful of the young women who stole the attention away from her. She sought ways to look younger, and as she got more obsessed and insane, she secretly ordered young virgins murdered. She then bathed in their blood, believing that this would make her young. Her vile actions were eventually noticed by Graz'zt the Dark Prince, who then offered her the gift of eternal beauty. Desperate, the woman accepted and she was transformed to her 18-year old version. Unfortunately, she also gained the kubot curse.

Duplicitous Nature. Because of how the curse affects her, a kubot often lives a double life. In most cases, she will act as a young daughter during her young days and portray her mother during long periods that she hasn't fed.

MANANANGGAL (MUH-NUH-NUHNG-GUHL)

The disturbing manananggal is a vicious self-segmenting aswang that feeds on the heart, liver, and intestines of humanoids. By day, the manananggal appears as an attractive and charming humanoid, often with pale skin and long hair. In its horrifying fiend form, it resembles a disembodied upper torso of a humanoid with a pair of large, bat-like wings sprouting from its back and intestines dangling from under its exposed, severed waist. It has bloodshot eyes, wiry unkempt hair, leathery skin, a mouth filled with jagged teeth, a long, serpentine tongue, and claw-like hands that end in razor-sharp talons.

Self-Segmentation. The manananggal's name means "to sever." When the manananggal transforms into its demonic form, it goes through a painful process where its torso separates from its lower body at the waist. Because its lower body becomes vulnerable while in this form, the manananggal takes steps to protect it, often hiding it in the attic, concealed compartments, or behind secret walls. The manananggal must attach itself back to its lower body before dawn, or else it will slowly die. If its lower body is destroyed, or if salt or garlic is poured on the exposed section of the lower body, the manananggal won't be able to attach itself.

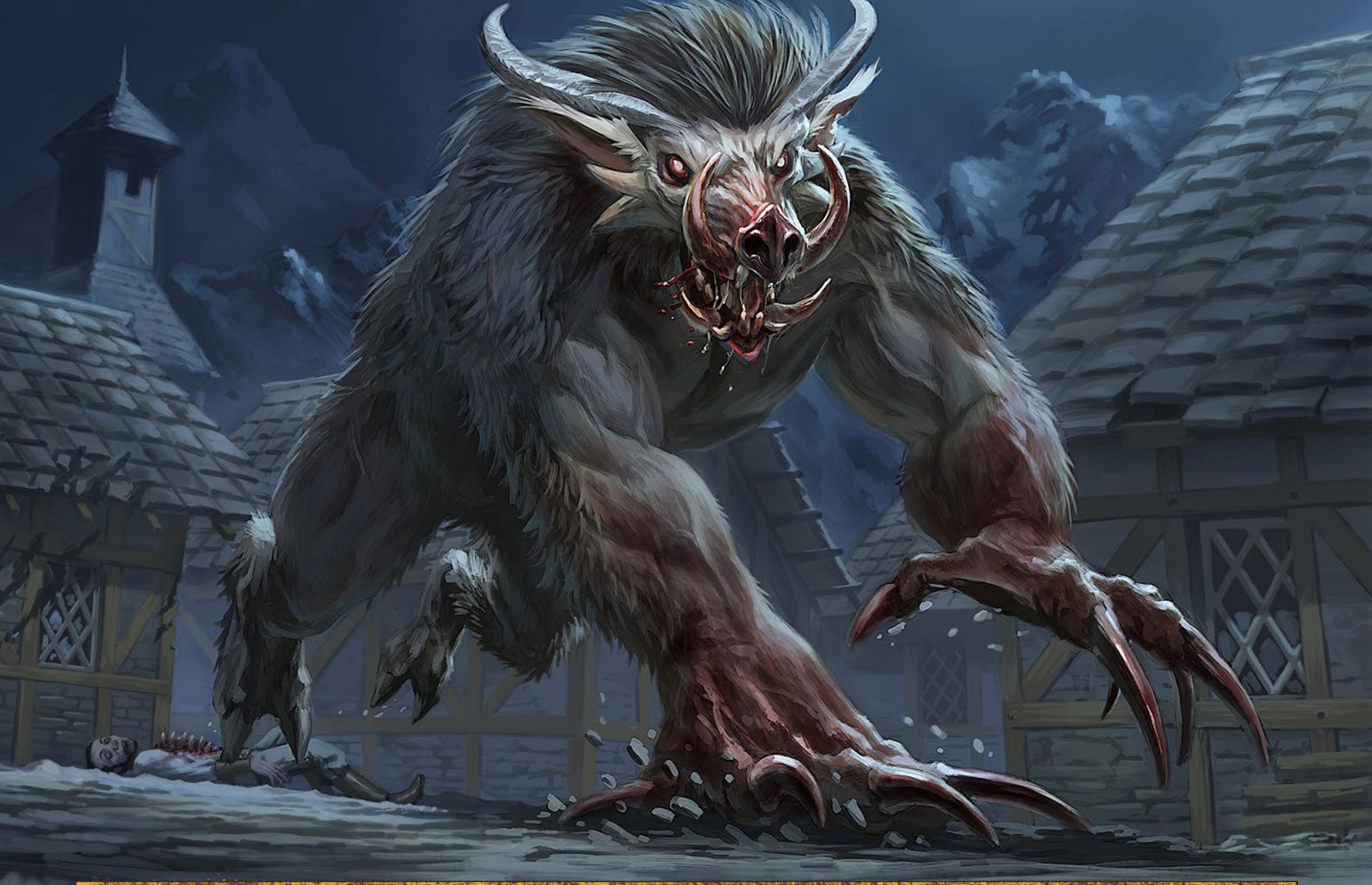
Opportunity Hunters. Manananggals often take up occupations of one who meets many people during the day, such as bakers, locksmiths, or shopkeepers. It provides them an opportunity to find potential victims, like pregnant women and children, because manananggals prefer to dine on unborn fetuses and the organs of young folk. By nightfall, they transform and head toward the home of their marked prey. Once there, they search for an opening into their sleeping target's room, often using open windows, chimneys, and roof egresses to gain access. Manananggals avoid direct combat, but if they are unable to feed via their preferred method, it searches and stalks for other suitable prey, targeting lone victims.

TIKTIK (TIK-TIK)

A tiktik is a devious aswang often mistaken for a vampire or werebat because of its appearance. It is gangly, shifty, and slavering in its humanoid form, with an unusually long tongue and large nostrils. In its fiend form, the tiktik resembles a feral humanoid with dark leathery skin covered with a shallow layer of brown fur. A hard mask-like shell plating protects its face, and a row of bony protrusions line its spine. Like a vampire bat, the tiktik's wings are actually its fingers, with the membrane between the finger bones making up the wing. Its fingers and feet end in long, black talons. Its most distinct feature is its 10-foot long, tubular tongue that ends in a proboscis-like tip. Just like the manananggal, its tongue secretes anesthetic saliva that numbs the pain, allowing the tiktik to drain its victim at leisure.

Specialized Predator. A tiktik's hunting behavior typically starts by flying over a town or village and searching for its favorite prey: unborn babies. Pregnant women give off a distinct odor which the tiktik can pick up even from miles away with its keen sense of smell. Upon reaching the home of its intended target, the tiktik will usually land on the victim's roof or wall beside a window adjacent to its prey. With the target's strong scent driving it ravenous, the tiktik begins to drool. It first checks if its prey is sleeping before it acts. It then starts digging a hole through the roof or window with its talons, creating a soft 'tiktik' sound from which the aswang gets its name. Once it has successfully created an aperture, it sends its snaking tongue inside to puncture the target's womb and suck the unborn fetus through its proboscis. If it can't find its favorite prey, the tiktik will settle for sucking the blood, liver, and heart from young folk and children. Because their tongue drips with anesthetic saliva, a sleeping victim may not notice the attack.

Craven Pack Hunter. A tiktik fears direct combat and will flee if discovered. If cornered or caught, however, it will defend itself until it can find an opportunity to escape. A tiktik sometimes joins the company of other aswangs, especially manananggals and other tiktiks. These groups of aswang form hunting packs when they intend to attack a household.



Halimaw

Medium Humanoid (Shapechanger), typically Chaotic Evil

Armor Class 13, 15 in Fiend Form
Hit Points 90 (12d8 + 36)
Speed 30 ft., 40 ft. in Fiend Form, climb 30 ft. in Fiend Form

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	10 (+0)	14 (+2)	16 (+3)

Skills Deception +6, Intimidation +6, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't made from a stingray barb
Senses darkvision 60 ft., passive Perception 12
Languages Common
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Charge (Fiend Form Only). If the halimaw moves at least 15 feet straight toward a target and then hits it with its tusks on the same turn, the target takes an extra 9 (2d8) slashing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Keen Hearing and Smell. The halimaw has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack. The halimaw makes two Dagger attacks (humanoid form) or three attacks: one Tusks attack and two Claw attacks (fiend form).

Tusks (Fiend Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage, and if the target is a creature, it must succeed on a DC 14 Constitution saving throw against poison. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to poison. Otherwise, a creature takes 13 (3d8) poison damage on a failed save.

Claw. (Fiend Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 9 (1d6 + 6) slashing damage.

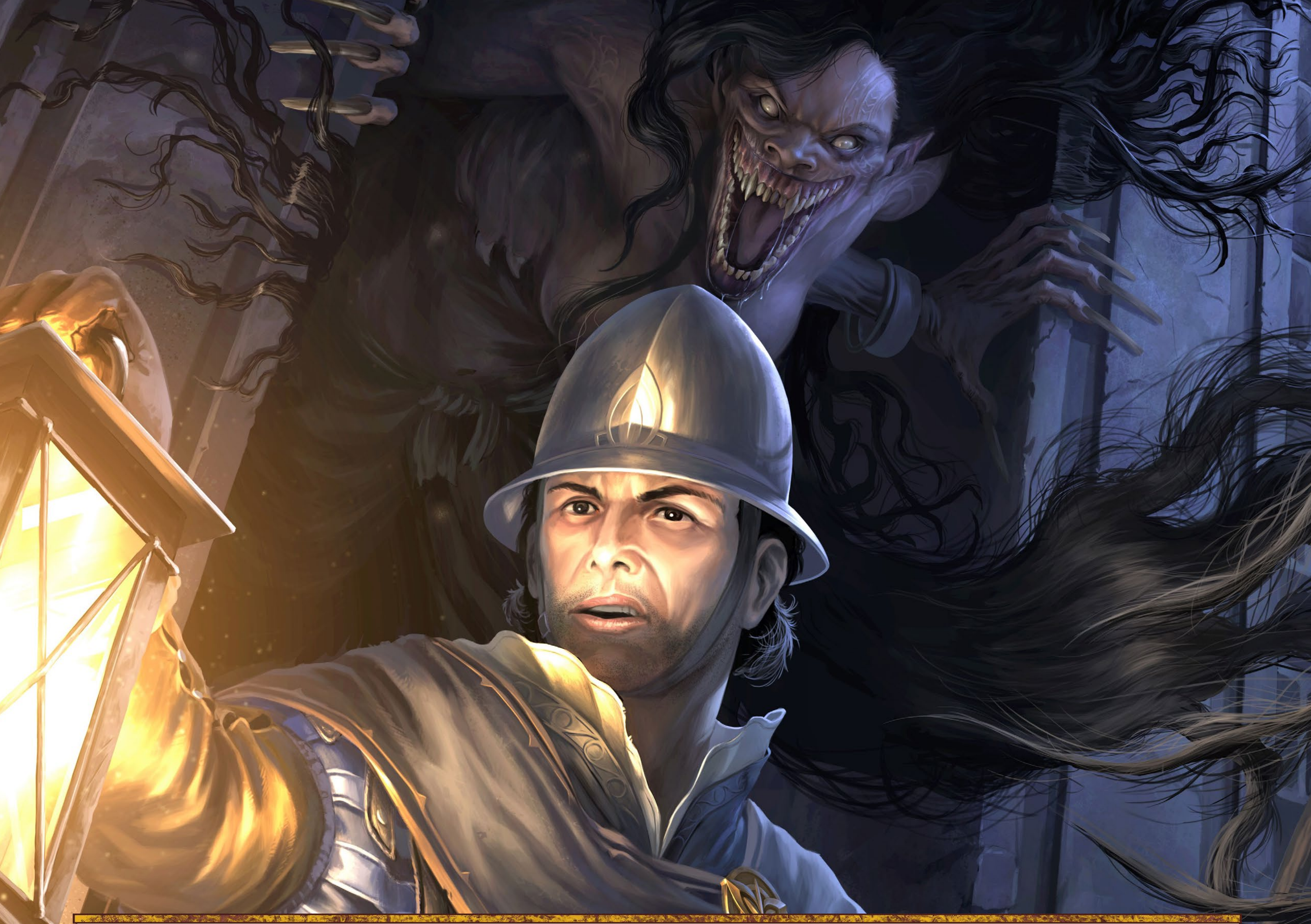
Dagger (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Change Shape The halimaw polymorphs into its Fiend Form or back into its true form, which is humanoid. In Fiend Form, the halimaw appears as a Large demonic boar-humanoid hybrid. Its statistics, other than its size, AC, Speed, damage, and damage resistances, are the same in each form. It reverts to its true form at dawn or if it dies. The halimaw can only use this action at night. While transformed, the halimaw also gains the following features:

- The halimaw's creature type changes to fiend.
- The halimaw has advantage on Strength and Dexterity checks and Strength and Dexterity saving throws.
- When the halimaw makes a melee weapon attack, it gains a +3 bonus to the damage roll (included in the attack).
- If the halimaw starts its turn within 10 feet of a pound of salt or garlic, it becomes poisoned until the start of its next turn.

Charm (3/Day). One humanoid the halimaw can see within 30 feet of it must succeed on a DC 14 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the halimaw's verbal commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this halimaw's Charm for the next 24 hours.

The halimaw can have up to three targets charmed at a time. If it charms a fourth one, the effect on the first target ends.



Kubot

Medium Humanoid (Shapechanger), typically Chaotic Evil

Armor Class 13
Hit Points 65 (10d8 + 20)
Speed 30 ft., climb 30 ft. in Fiend Form.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	11 (+0)	14 (+2)	16 (+3)

Skills Deception +7, Stealth +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't made from a stingray barb
Senses darkvision 60 ft., passive Perception 12
Languages Common
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Keen Hearing and Smell. The kubot has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Rapid Aging. The kubot ages 1 year each day.

Actions

Multiattack. The kubot makes two attacks: two with its Dagger (humanoid form) or one with her Hair Wrap and one with her Claws (fiend form).

Hair Wrap (Fiend Form Only). *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 8 (1d4 + 6) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 12). Until this grapple ends, the target can't breathe, is blinded, restrained, and the kubot can't use her Hair Wrap against other targets.

Claws. (Fiend Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 11 (2d4 + 6) slashing damage.

Consume Energy (Fiend Form Only). The kubot draws energy from a creature it is grappling with. The target makes a DC 12 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one. The kubot regains hit points equal to the amount of necrotic damage dealt. If a creature dies from this action, the kubot gains the age of the creature. The kubot's age can't go below 18 years old.

Dagger (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Change Shape The kubot polymorphs into her Fiend Form or back into her true form, which is humanoid. In Fiend Form, the kubot appears as a female vampire with enormous flowing hair. Her statistics, other than her Speed, damage, and damage resistances, are the same in each form. She reverts to her true form at dawn or if she dies. The kubot can only use this action at night. While transformed, the kubot also gains the following features:

- The kubot's creature type changes to fiend.
- The kubot has advantage on Strength and Dexterity checks and Strength and Dexterity saving throws.
- When the kubot makes a melee weapon attack, she gains a +3 bonus to the damage roll (included in the attack).
- The kubot can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- If the kubot starts her turn within 10 feet of a pound of salt or garlic, she becomes poisoned until the start of its next turn.

MANANANGGAL

Medium Humanoid (Shapechanger), typically Chaotic Evil

Armor Class 12
Hit Points 60 (8d8 + 24)
Speed 30 ft., fly 60 ft. in Fiend Form, climb 30 ft. in Fiend Form

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +6, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't made from a stingray barb
Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 3 (700 XP) **Proficiency Bonus** +2

Horrific Appearance (Fiend Form Only). Any humanoid that starts its turn within 30 feet of the manananggal and can see the manananggal must make a DC 13 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the manananggal is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the manananggal 's Horrific Appearance for the next 24 hours.

Unless the target is surprised or the revelation of the manananggal's Fiend Form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the manananggal.

Self-Segmentation. When the manananggal transforms into its Fiend Form, its upper body separates from its lower body. Its upper body becomes the active creature, while its lower body becomes incapacitated. While the two bodies are part of the same creature, each is treated as a separate entity, with the upper body having its full hit points and its lower body having 1 hit point per HD and retaining its standard humanoid statistics. Before it can revert to its true form, the manananggal must use its action to graft back with its lower body.

If the lower body is destroyed, or its exposed separation point is covered with at least a pound of garlic or salt or a mixture of both, the manananggal can't graft with its lower body. If the manananggal is unable to rejoin its lower body by dawn, it and its lower body take 10 necrotic damage when it starts its turn.

Keen Hearing and Smell. The manananggal has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack. The manananggal makes two attacks: two with its Dagger (humanoid form) or one with its Bite and one with its Claws (fiend form).

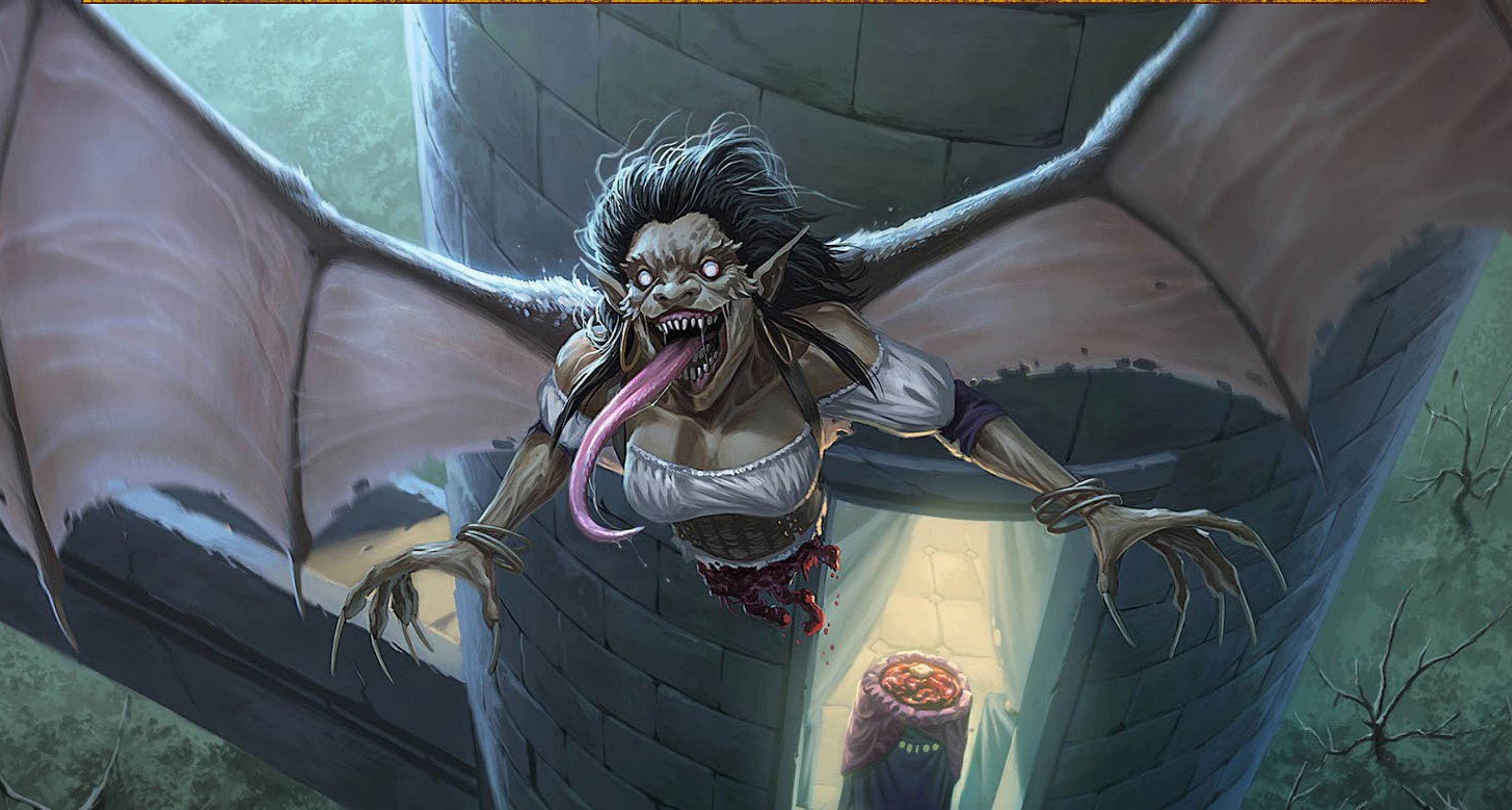
Bite (Fiend Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage plus 5 (2d4) necrotic damage, and the manananggal regains hit points equal to the necrotic damage dealt.

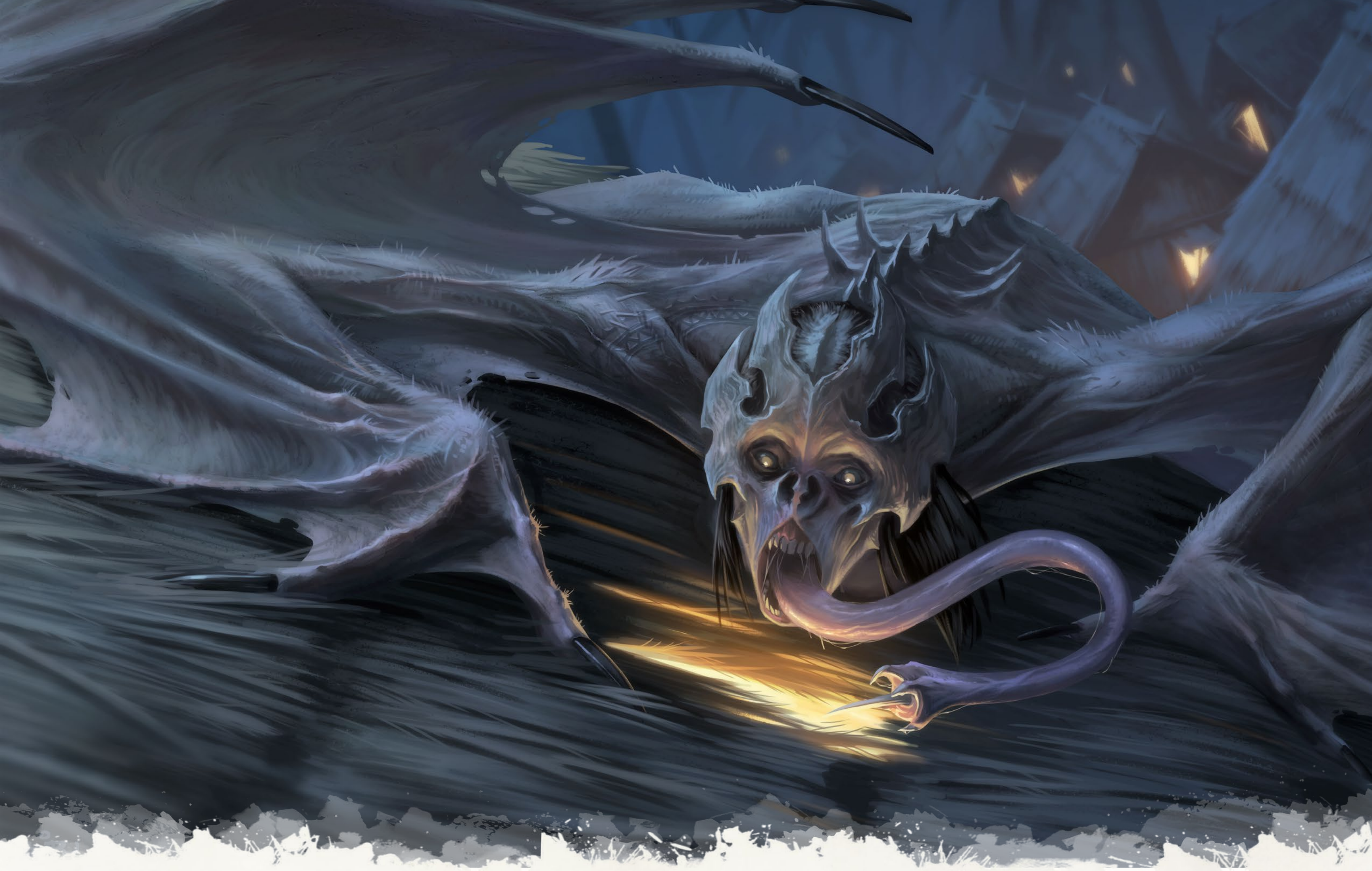
Claws. (Fiend Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) slashing damage.

Dagger (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Change Shape The manananggal polymorphs into its Fiend Form or back into its true form, which is humanoid. In Fiend Form, the manananggal appears as a disembodied upper body of a vampire with bat-like wings. Its statistics, other than its Speed, damage, and damage resistances, are the same in each form. It reverts to its true form at dawn or if it dies. The manananggal can only use this action at night. While transformed, the manananggal also gains the following features:

- The manananggal's creature type changes to fiend.
- The manananggal has advantage on Strength and Dexterity checks and Strength and Dexterity saving throws.
- When the manananggal makes a melee weapon attack, it gains a +3 bonus to the damage roll (included in the attack).
- The manananggal can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- If the manananggal starts its turn within 10 feet of a pound of salt or garlic, it becomes poisoned until the start of its next turn.





Tiktik

Medium Humanoid (Shapechanger), typically Chaotic Evil

Armor Class 12
Hit Points 39 (6d8 + 12)
Speed 30 ft., fly 60 ft. in Fiend Form, climb 30 ft. in Fiend Form

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +6, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't made from a stingray barb
Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 2 (450 XP) **Proficiency Bonus** +2

Keen Hearing and Smell. The tiktik has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack. The tiktik makes two attacks: two with its Dagger (humanoid form) or one with its Tongue and one with its Talons (fiend form).

Tongue (Fiend Form Only). *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage, and the tiktik's tongue attaches to the target. While attached, the tiktik can't attack with its tongue. Instead, at the start of each of the tiktik's turns, the target loses 7 (1d4 + 5) hit points and the tiktik regains hit points equal to the amount of hit points lost by the target.

If the target is unconscious and takes damage or loses hit points, it must succeed on a DC 12 Constitution saving throw or fail to notice the attack.

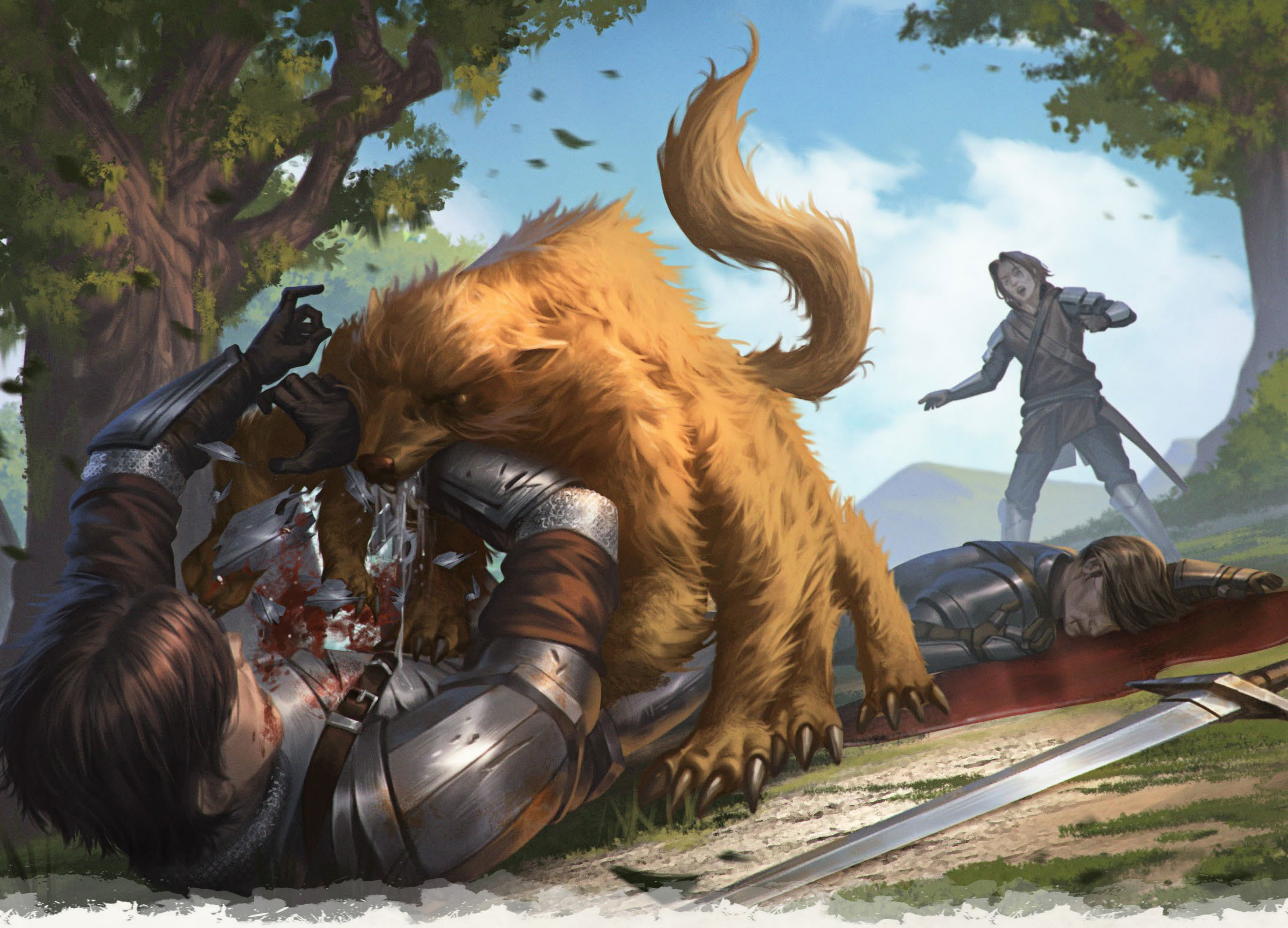
The tiktik can detach its tongue by using a bonus action. It does so after it drains 15 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the tiktik's tongue.

Talons. (Fiend Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (2d4 + 5) slashing damage.

Dagger (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Change Shape The tiktik polymorphs into its Fiend Form or back into its true form, which is humanoid. In Fiend Form, the tiktik appears as a hybrid humanoid vampire bat. Its statistics, other than its Speed, damage, and damage resistances, are the same in each form. It reverts to its true form at dawn or if it dies. The tiktik can only use this action at night. While transformed, the tiktik also gains the following features:

- The tiktik's creature type changes to fiend.
- The tiktik has advantage on Strength and Dexterity checks and Strength and Dexterity saving throws.
- When the tiktik makes a melee weapon attack, it gains a +3 bonus to the damage roll (included in the attack).
- The tiktik can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- If the tiktik starts its turn within 10 feet of a pound of salt or garlic, it becomes poisoned until the start of its next turn.



AURUMVORAX

AURUMVORAX (GOLDEN GORGER)

The aurumvorax, also commonly known as the golden gorger, is a curious-looking creature that looks like a cross between a badger and a wolverine and is often quickly dismissed as a harmless animal at first glance. The common variety measures only 3 feet in length and half of that in height. Its body, which is covered in a shaggy hide of golden-orange colored fur, is densely packed with muscle and can weigh as much as 500 pounds. It has eight stubby legs that all end in steel-like copper-colored claws. Razor-sharp teeth fill its powerful jaws. Despite its non-threatening size and the enticing value of its precious hide, those familiar with the creature know better than to earn its ire and always give it a wide berth. Many a group of adventurers have been mercilessly torn to pieces thinking the aurumvorax an easy kill.

Golden Gorger. The aurumvorax is a carnivore that supplements its diet with precious ore, minerals, and metals. Gold, in particular, has a smell that is irresistible to the aurumvorax and drives the latter into a frenzy if it detects it nearby. The aurumvorax will choose locations close to gold resources, such as mining settlements rich with gold ores. The aurumvorax usually makes its lair at the bottom of ravines or by the side of a mountain's timberline. Its burrow extends deep into the bedrock to support its immense weight and is usually rich with gold veins. The aurumvorax will usually store several nuggets of gold in its lair in the absence of gold veins.

Solitary Predator. The aurumvorax is a generally solitary creature and usually keeps to itself within its territory. It is generally tolerant of other creatures of its size or smaller, provided they leave it alone. It prefers to spend its time sniffing mineral veins or hunting prey larger than itself, especially ones that may carry or wear precious minerals or alloys.

Unyielding Savagery. In combat, the aurumvorax makes a very formidable opponent. Its body can resist most blows and attacks and can even shrug off fire and poison. But what makes it feared by those who have encountered it is the aurumvorax's unmatched ferocity. Once its powerful jaws clamp onto its victim's neck, it won't let go until it, or its prey is dead. After it gets hold of a victim, it rakes and tears at it with its adamantine-like claws, shredding the victim's armor to get to the creature's vulnerable flesh.

Dwarven Foe. The aurumvorax always comes into conflict with dwarves who often share the same territory with it. The dwarves see the aurumvorax as a pest, as a single adult can strip a dwarven mine in a matter of days. The dwarves also hunt the aurumvorax as a rite of passage, crafting its prized hide into a special armor. A few crafty dwarves have even captured aurumvorax cubs, raising them as companions for the purpose of sniffing and finding gold veins. However, there have been stories of oversized specimens that have caused devastating damage to a dwarven mining community, prompting the dwarves to seek outside assistance.

Aurumvorax

Small Monstrosity, unaligned

Armor Class 19 (natural armor)
Hit Points 65 (10d6 + 30)
Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	16 (+3)	2 (-4)	12 (+1)	5 (-3)

Damage Resistances fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't Adamantine
Senses darkvision 30 ft., passive Perception 11
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Keen Smell. The aurumvorax has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the aurumvorax moves at least 20 feet straight toward a creature and then hits it with a Claws attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone.

Actions

Multiattack. The aurumvorax attacks once with its Bite and twice with its Claws. If the aurumvorax has a creature grappled, it can use Rend Armor in place of one Claws attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and if the target is a creature, it is grappled (escape DC 12). Until this grapple ends, the aurumvorax can automatically hit the target with its Bite attack, and the aurumvorax can't attack another target with its Bite attack.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Rend Armor. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target it is grappling with. *Hit:* The nonmagical armor or shield (aurumvorax's choice) of the target takes a permanent and cumulative -1 penalty. If its Armor Class drops to 0, the armor or shield is destroyed.

Aurumvorax, Elder

Medium Monstrosity, unaligned

Armor Class 19 (natural armor)
Hit Points 102 (12d8 + 48)
Speed 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	2 (-4)	13 (+1)	6 (-2)

Damage Resistances fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't Adamantine
Senses darkvision 30 ft., passive Perception 11
Languages —
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Keen Smell. The aurumvorax has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the aurumvorax moves at least 20 feet straight toward a creature and then hits it with a Claws attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone.

Actions

Multiattack. The aurumvorax attacks once with its Bite and twice with its Claws. If the aurumvorax has a creature grappled, it can use Rend Armor in place of one Claws attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and if the target is a creature, it is grappled (escape DC 14). Until this grapple ends, the aurumvorax can automatically hit the target with its Bite attack, and the aurumvorax can't attack another target with its Bite attack.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Rend Armor. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target it is grappling with. *Hit:* The nonmagical armor or shield (aurumvorax's choice) of the target takes a permanent and cumulative -1 penalty. If its Armor Class drops to 0, the armor or shield is destroyed.

Aurumvorax, Giant

Large Monstrosity, unaligned

Armor Class 20 (natural armor)
Hit Points 161 (14d10 + 84)
Speed 50 ft., burrow 25 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	22 (+6)	3 (-4)	14 (+2)	7 (-2)

Damage Resistances fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't Adamantine
Senses darkvision 30 ft., passive Perception 12
Languages —
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Keen Smell. The aurumvorax has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the aurumvorax moves at least 20 feet straight toward a creature and then hits it with a Claws attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone.

Actions

Multiattack. The aurumvorax attacks once with its Bite and twice with its Claws. If the aurumvorax has a creature grappled, it can use Rend Armor in place of one Claws attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage and if the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the aurumvorax can automatically hit the target with its Bite attack, and the aurumvorax can't attack another target with its Bite attack.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 23 (4d8 + 5) slashing damage.

Rend Armor. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target it is grappling with. *Hit:* The nonmagical armor or shield (aurumvorax's choice) of the target takes a permanent and cumulative -1 penalty. If its Armor Class drops to 0, the armor or shield is destroyed.

If the target's armor or shield is magical, the target must succeed on a DC 17 Strength saving throw. On a failed save, the Armor Class (AC) of the armor or shield (determined randomly) takes a permanent and cumulative -1 penalty. If its Armor Class drops to 0, the armor or shield is destroyed.

BARIAURS

BARIAUR

The bariaur is a hybrid creature similar to the centaur. It has the lower body of a ram or ewe and an upper torso of a humanoid, with male bariaurs growing long, curved horns out from their foreheads. Most bariaurs wear simple clothing or hide armor over their upper bodies.

Carefree Nomads. The bariaur is a creature full of wanderlust. It gets along well with like-minded creatures such as elves and fey. A bariaur often dyes its hide and hair in vibrant colors and wears jewelry to express its carefree persona and originality. A bariaur is usually encountered in meadows, plains, and highlands but can often be found in significant numbers in the House of Nature and Ysgard. A bariaur frequently travels in large groups of more than 40, comprised of extended families and led by a shaman or priest.

Ardent Competitors. The bariaur may be a carefree and winsome creature, it is also a skilled warrior. Regardless of its path into adulthood, all bariaurs train in archery and melee weapons. It enjoys competition, often participating in contests and games of any sort, such as drinking, jousting, singing, story-telling, or wrestling. If it meets someone formidable, such as an adventurer, the bariaur sees it as a sign of courage and honor to challenge that creature to a contest of its choice. The bariaur does not take the outcome of such matches seriously, but enjoys and values the act itself and will often treat its competitor as a friend afterward.

Beleaguered Quarries. Bariaurs come into conflict with creatures that prey on them - bulettes, chimeras, dracotaurs, dragons, giants, rocs, winter wolves, and wyverns. If they cannot stave off such attacks, they will seek and hire adventurers that could help.

BARIAUR

Large Celestial, typically Chaotic Good

Armor Class 15 (hide armor, shield)
Hit Points 26 (4d10 + 4)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	12 (+1)	12 (+1)

Skills Athletics +3, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Celestial, Common
Challenge 1 (200 XP) **Proficiency Bonus** +2

Charge. If the bariaur moves at least 20 feet straight toward a target and then hits it with a Ram attack on the same turn, the target takes an extra 5 (2d4) damage.

Magic Resistance. The bariaur has advantage on saving throws against spells and other magical effects.

Sure-Footed. The bariaur has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

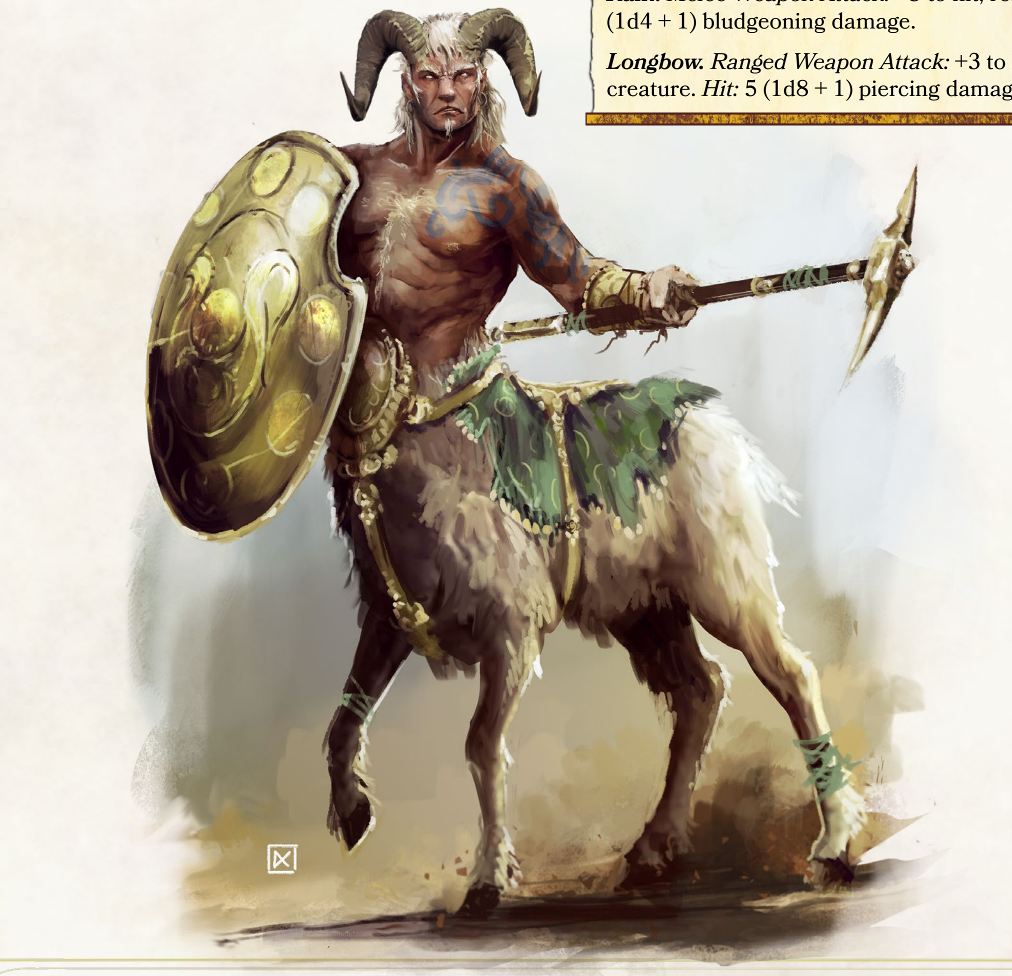
Multiattack. The bariaur makes two melee attacks: one with its War Pick or Ram and one with its Hooves. Or it makes two Longbow attacks.

War Pick. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Hooves. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage.

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one creature. *Hit:* 5 (1d8 + 1) piercing damage.



BARIAUR HUNTER

Large Celestial, typically Chaotic Good

Armor Class 17 (hide armor, shield)
Hit Points 52 (8d10 + 8)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	12 (+1)	10 (+0)	14 (+2)	12 (+1)

Skills Perception +4, Stealth +5, Survival +6
Senses darkvision 60 ft., passive Perception 14
Languages Celestial, Common
Challenge 2 (450 XP) **Proficiency Bonus** +2

Charge. If the bariaur moves at least 20 feet straight toward a target and then hits it with a Ram attack on the same turn, the target takes an extra 5 (2d4) damage.

Magic Resistance. The bariaur has advantage on saving throws against spells and other magical effects.

Sure-Footed. The bariaur has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Slayer. In the first round of a combat, the bariaur has advantage on attack rolls against any creature that hasn't taken a turn yet. If the bariaur hits a creature that round who was surprised, the hit is automatically a critical hit.

ACTIONS

Multiattack. The bariaur makes two melee attacks: one with its Scimitar or Ram and one with its Hooves. Or it makes two Longbow attacks.

Scimitar. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage.

BARIAUR PRIEST OF EHLONNA

Large Celestial, typically Chaotic Good

Armor Class 15 (hide armor, shield)
Hit Points 75 (10d10 + 20)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	11 (+0)	18 (+4)	14 (+2)

Skills Nature +2, Perception +6, Survival +6
Senses darkvision 60 ft., passive Perception 16
Languages Celestial, Common
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Charge. If the bariaur moves at least 20 feet straight toward a target and then hits it with a Ram attack on the same turn, the target takes an extra 5 (2d4) damage.

Magic Resistance. The bariaur has advantage on saving throws against spells and other magical effects.

Sure-Footed. The bariaur has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Multiattack. The bariaur makes two attacks: one with its Scimitar or Ram and one with its Hooves.

Scimitar. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Hooves. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage.

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Spellcasting. The bariaur casts one of the following spells using Wisdom as the spellcasting ability (save DC 14, +6 to hit with spell attacks):

At will: *guidance, sacred flame* (2d8), *thaumaturgy*
1/day each: *aid, bless, erupting earth, guiding bolt, healing word, lesser restoration, spirit guardians, summon beast*

BARIAUR SHAMAN

Large Celestial, typically Chaotic Good

Armor Class 16 (hide armor, shield)
Hit Points 67 (9d10 + 18)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	10 (+0)	16 (+3)	13 (+1)

Skills Nature +2, Perception +5, Survival +5
Senses darkvision 60 ft., passive Perception 15
Languages Celestial, Common
Challenge 3 (700 XP) **Proficiency Bonus** +2

Charge. If the bariaur moves at least 20 feet straight toward a target and then hits it with a Ram attack on the same turn, the target takes an extra 5 (2d4) damage.

Magic Resistance. The bariaur has advantage on saving throws against spells and other magical effects.

Sure-Footed. The bariaur has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Multiattack. The bariaur makes two attacks: one with its Scimitar or Ram and one with its Hooves.

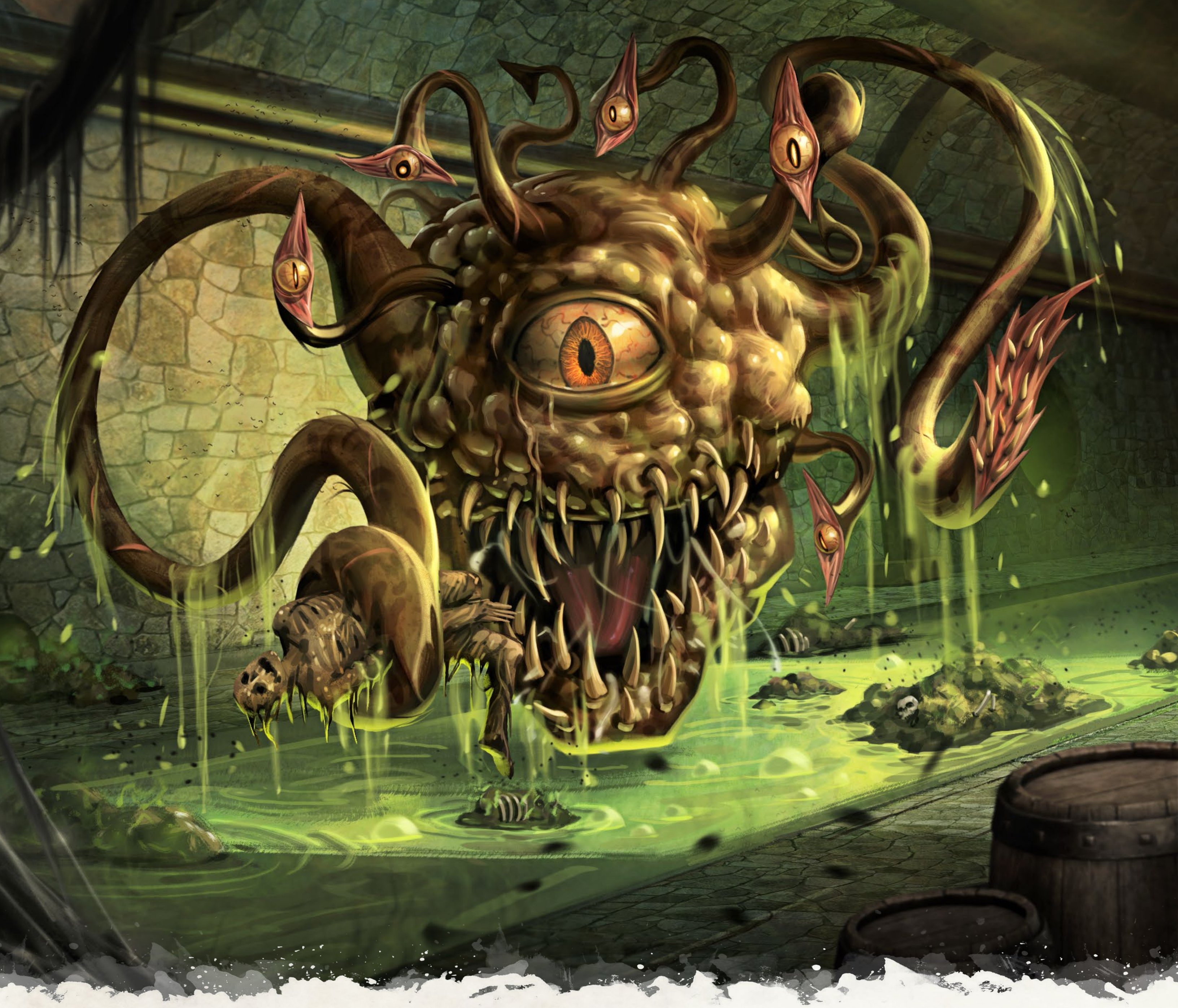
Scimitar. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Hooves. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage.

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Spellcasting. The bariaur casts one of the following spells using Wisdom as the spellcasting ability (save DC 13, +5 to hit with spell attacks):

At will: *druidcraft, thorn whip, thunderclap*
1/day each: *earth tremor, entangle, healing spirit, jump, spike growth, thunderwave*



BEHOLDERS

EYE OF GULGUTHRA

The eye of gulguthra, also known as the gulguth orb or gulgutyrant, is the strange and horrid amalgamation of the xenophobic beholder and the loathsome otyugh. This foul aberration resembles a beholder from afar. But closer inspection reveals the creature has the otyugh's slimy, bulbous hide and a pair of rubbery tentacles that end in leaf-shaped appendages. The creature's eight retractable eyestalks are similar to the otyugh's vine-like sensory stalk, but each only holds one eye. Its oversized mouth is also identical to an otyugh's, filled with multiple rows of jagged teeth and dripping with saliva that contains a deadly concoction of various toxic bacteria.

Scavenging Tyrant. Just like an otyugh, the eye of gulguthra subsists on dung, offal, and carrion. But while the otyugh might be content in coexisting with other creatures and serving as their waste disposal unit, the eye of gulguthra is a far more cunning and ambitious creature. It seeks to expand its territory and dominate other beings, enslaving and forcing them to scavenge and hunt for its food until the eye of gulguthra tires of them. At that point, they become fodder for the endlessly hungry eye of gulguthra.

Sphere of Rot of Decay. In combat, the eye of gulguthra attacks similarly to an otyugh, using its powerful tentacles to capture prey and tearing their flesh with its teeth. Against more resilient foes, the eye of gulguthra uses its eight eyestalks, each of which can unleash a harmful or debilitating magical ray. Its central eye projects a dreadful cone that sickens living creatures and rots their flesh.

Underdark Dweller. An eye of gulguthra can be found in the same sordid and disgusting places where otyughs might lurk, but their territory would be larger. They are more common in the Underdark, often living within the maze-like sewage tunnels beneath large drow, duergar, and illithid cities.

Eye of Gulguthra

Large Aberration, typically Lawful Evil

Armor Class 16 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 10 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	18 (+4)	13 (+1)	14 (+2)	11 (+0)

Saving Throws Con +8, Int +5, Wis +6
Skills Perception +10
Condition Immunities prone
Senses darkvision 120 ft., passive Perception 20
Languages Deep Speech, Undercommon, telepathy 120 ft.
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Putrefying Cone. The eye of gulguthra's central eye creates an area of rot and debilitating sickness, in a 150-foot cone. While inside the area of effect, a creature has disadvantage to Strength and Constitution saving throws. If a creature ends its turn within the area of effect, it takes 5 (1d10) necrotic damage. At the start of each of its turns, the eye of gulguthra decides which way the cone faces and whether the cone is active.

Actions

Multiattack. The eye of gulguthra makes three attacks: one with its Bite and two with its Tentacle.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 12) and restrained until the grapple ends. The eye of gulguthra has two tentacles, each of which can grapple one target.

Tentacle Slam. The eye of gulguthra slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Constitution saving throw or take 9 (2d6 + 2) bludgeoning damage and be stunned until the end of the eye of gulguthra's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

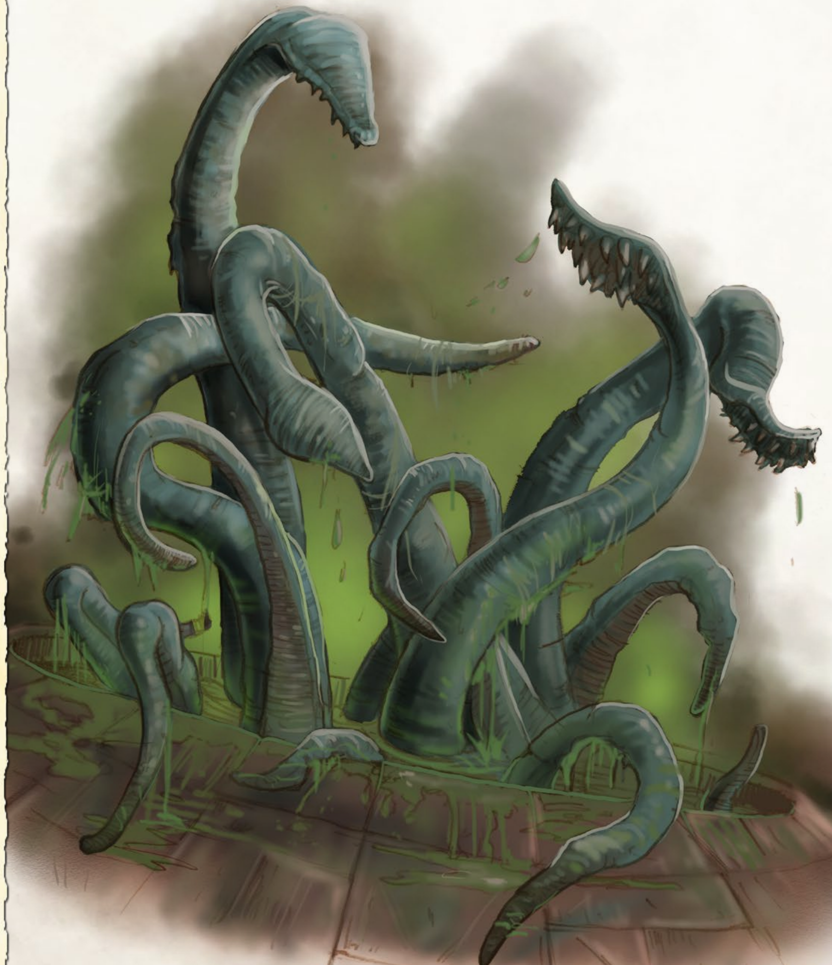
Eye Rays. The eye of gulguthra shoots two of the following magical eye rays at random (reroll duplicates), choosing one to two targets it can see within 120 feet of it*:*

1. *Paralyzing Ray*. The targeted creature must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
2. *Fear Ray.* The targeted creature must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
3. *Enervation Ray*. The targeted creature must succeed on a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.
4. *Exhaustion Ray*. The targeted creature must succeed on a DC 16 Constitution saving throw or gain 1 level of exhaustion.
5. *Weakening Ray*. The targeted creature must succeed on a DC 16 Strength saving throw or the target's Strength score is reduced by 1d6. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a long rest.
6. *Slowing Ray.* The targeted creature must succeed on a DC 16 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
7. *Mindrotting Ray*. The targeted creature must succeed on a DC 16 Intelligence saving throw or the target's Intelligence score is reduced by 1d6. The target's Intelligence score cannot go below 1. If the target's Intelligence score is 1, the target can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The target can, however, identify its friends, follow them, and even protect them. Otherwise, the reduction lasts until the target finishes a long rest.
8. *Death Ray.* The targeted creature must succeed on a DC 16 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

Legendary Actions

The eye of gulguthra can take 3 legendary actions, using the Eye Ray option below. It can take only one legendary action at a time and only at the end of another creature's turn. The eye of gulguthra regains spent legendary actions at the start of its turn.

Eye Ray. The eye of gulguthra uses one random eye ray.
Tentacle. The eye of gulguthra attacks with its tentacle.



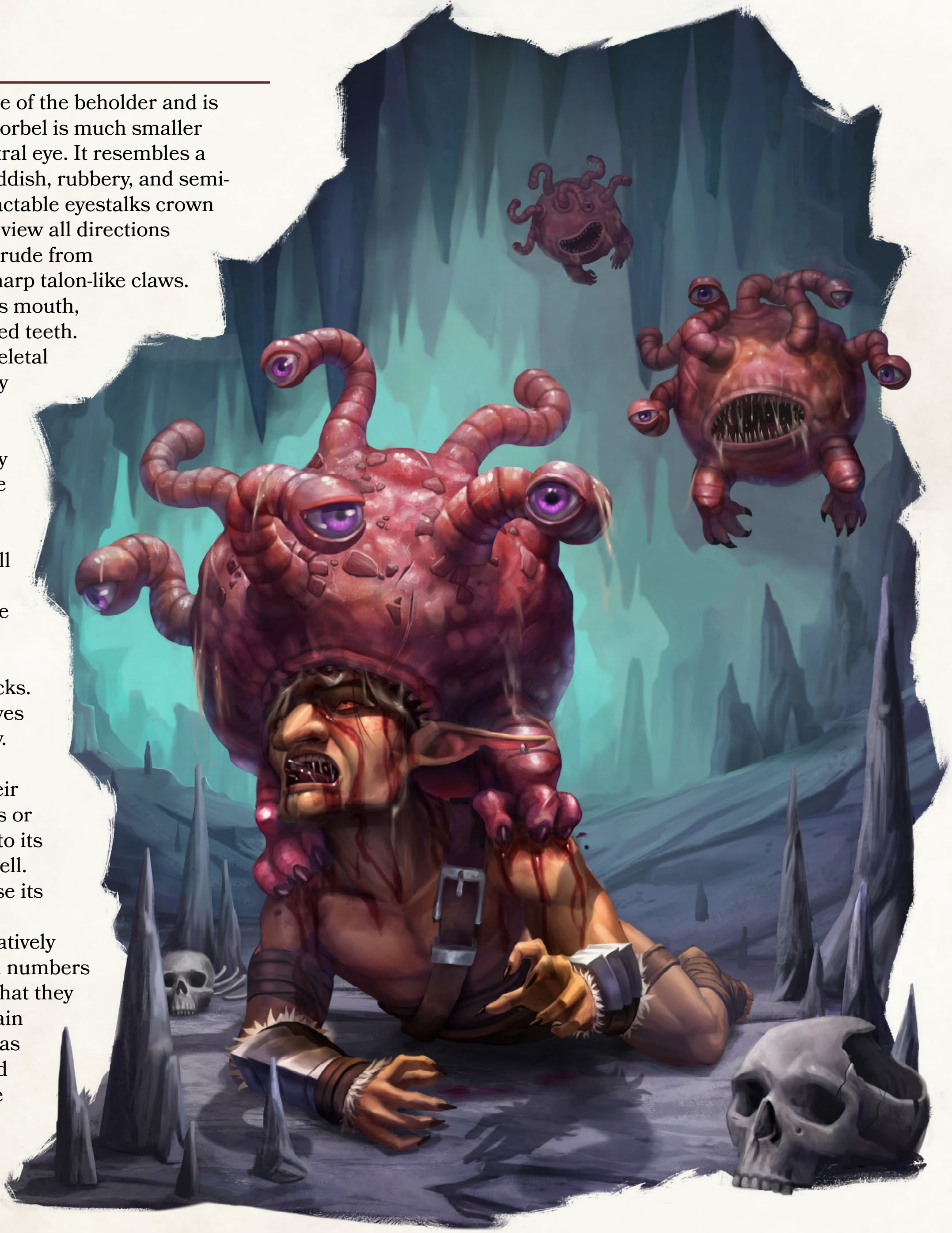
GORBEL

A gorbel is a distant, dimwitted relative of the beholder and is often mistaken as one. However, the gorbel is much smaller than a beholder and lacks a large central eye. It resembles a 3-foot diameter, floating globe with reddish, rubbery, and semi-translucent skin. Six flexible and retractable eyestalks crown the gorbel's upper body, enabling it to view all directions simultaneously. Two stubby arms protrude from underneath its body, both ending in sharp talon-like claws. Dominating the center of its body is its mouth, which is filled with rows of small jagged teeth.

Volatile Balloon. A gorbel has no skeletal structure. Its body is composed mainly of flesh, cartilage, and gases. Its hide is so rubbery that bludgeoning attacks mostly bounce off them, hardly damaging the gorbel. The gases inside its body are hot and keep's the gorbel buoyant. However, the gases are also volatile. If exposed to air, the gases will ignite and cause the gorbel to burst in a fiery explosion, burning anyone close to it, even other gorbels.

Pack Hunters. Unlike a beholder, gorbels are always encountered in packs. They attack and eat anything that moves and will even swarm much larger prey. They attack by silently drifting down towards their targets, then digging their sharp claws into the victim's shoulders or back. Once the gorbel has latched on to its target, it will start biting the prey as well. Once attached, a gorbel will not release its grip until it or its victim is dead.

Ambush Predators. Gorbels are relatively slow and rely on stealth, surprise, and numbers to hunt successfully. It is no surprise that they are often encountered in types of terrain that can provide cover for them, such as stalactite-filled caverns, thick-canopied forests, and jungles with dense foliage where they can wait unnoticed until prey passes below them.



GORBEL

Small Aberration, unaligned

Armor Class 13 (natural armor)
Hit Points 10 (3d6)
Speed 10 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	3 (-4)	10 (+0)	6 (-2)

Skills Perception +4, Stealth +5
Damage Resistances bludgeoning from nonmagical attacks
Condition Immunities prone
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Death Burst. The gorbel explodes when it drops to 0 hit points. Each creature within 5 feet of it must succeed on a DC 10 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

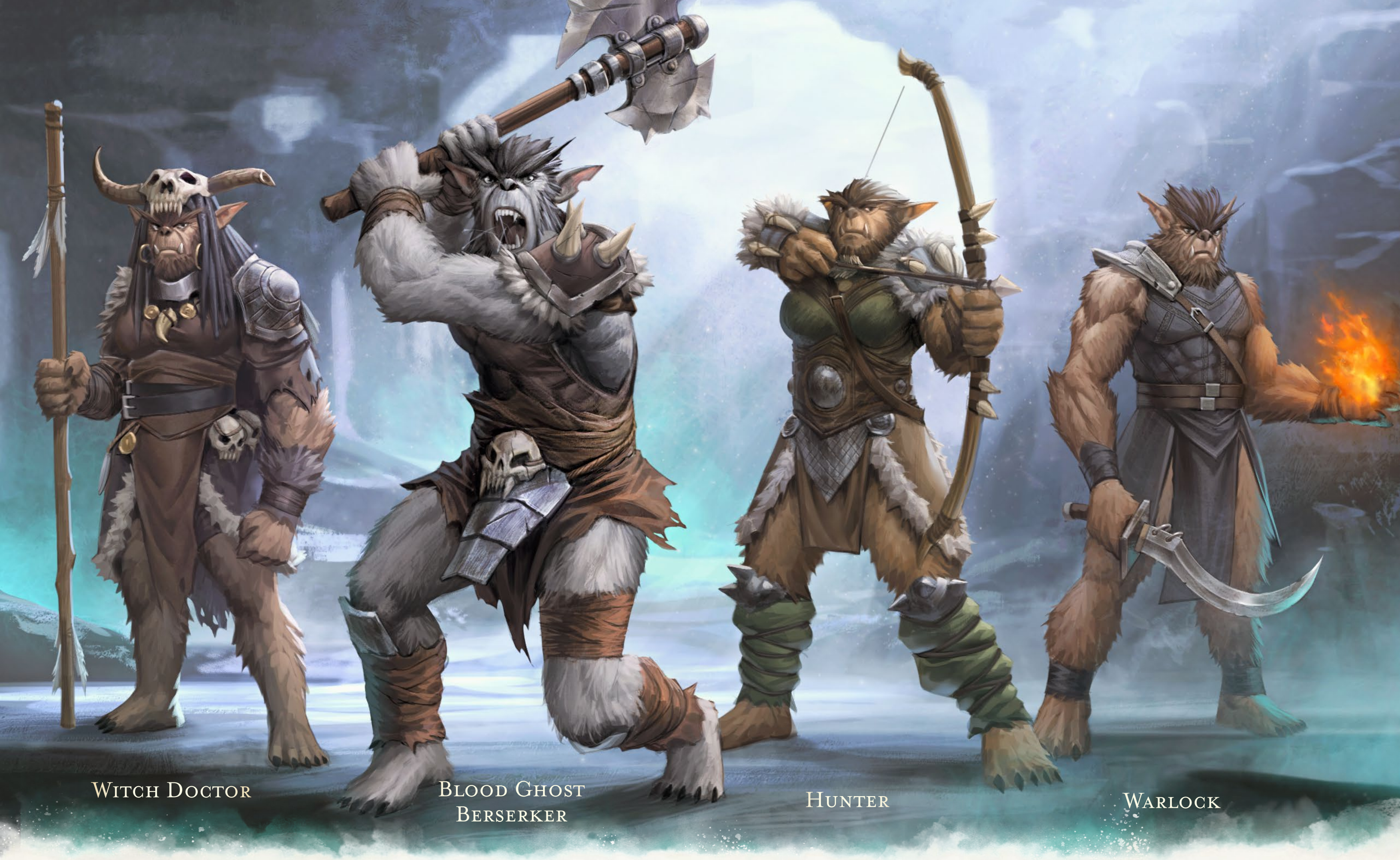
Pack Tactics. The gorbel has advantage on an attack roll against a creature if at least one of the gorbel's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The gorbel attacks with its Claws. If it is grappling with a creature, it can also use its Bite

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) piercing damage, and the target is grappled (escape DC 10). Until this grapple ends, the target is restrained, the gorbel can automatically hit the target with its Claws attack, and the gorbel can't attack another target with its Claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target it is grappling with. *Hit:* 4 (1d6 + 1) piercing damage.



BUGBEARS

BEASTLORD

This cunning bugbear is a beast master who can command and summon giant rats, wolves, and worgs. It often leads hunting and raiding parties and serve as its tribes' foremost scout and tracker.

BLOOD GHOST BERSERKER

These bloodthirsty bugbears paint themselves with gray-white colored dyes to signify that they walk in the afterlife and, thus, do not fear death. They charge howling into combat, driven by their inner rage. Blood ghost berserkers are prized as bodyguards and are often found directly serving goblinoid leaders.

BOSS

The imposing bugbear boss is the skilled and wily veteran warrior who often leads a gang of goblinoids. In combat, it gives tactical commands to its underlings while waiting for an opportunity to crush the skulls of its foes.

DARK CLAW OF SKIGGARET

Skigarret is a hateful bugbear demigod of death, terror, and torture that resembles an 8-foot tall shadowy goblin with lips and hands and feet soaked in blood. The dark claw is an insidious warlock that worships Skiggaret. It can conjure a cloak of tenebrous tendrils around itself that can strike fear to anyone near it. The dark claw can also unleash shadowy claws that rakes and weakens any creature they hit.

DREAD EYE OF GRANKHUL

The dread eye is a devious and skilled priest-assassin who worships Grankhul, the bugbear deity of hunting, stealth, and surprise. The dread eye serves its tribe as its inquisitor and executioner. It never attacks in the open and rarely without the element of surprise, often taking advantage of its foes' inability to see in the dark. The dread eye specializes in spells and abilities that confuse, disorient, and incapacitate its foes in order to set them up for a quick kill.

HUNTER

The hunter is an expert tracker that can mark its targets, enabling it to deliver more vicious strikes.

WARLOCK

These bugbears are warlocks of the fiend and are able to cast devastating spells. They counsel their chieftains and leaders in subjects about the arcane, supernatural, and worship of demons.

WITCH DOCTOR

The bugbear witch doctor mainly serves its tribe as its spiritual guide and healer. It is still a dangerous foe in combat because of its ability to charm, confuse, incapacitate, and curse its foes with its spells and abilities.

Bugbear Beastlord

Medium Humanoid (Goblinoid), typically Chaotic Evil

Armor Class 16 (studded leather, shield)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	8 (-1)	16 (+3)	9 (-1)

Saving Throws Str +6, Dex +5
Skills Animal Handling +6, Perception +6, Stealth +8, Survival +6
Senses darkvision 60 ft., passive Perception 16
Languages Common, Goblin
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Legendary Resistance (1/Day). If the bugbear fails a saving throw, it can choose to succeed instead.

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Multiattack. The bugbear uses Maneuver Allies, if available. It then makes two melee attacks or two ranged attacks.

Battleaxe. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage if used with two hands.

Shield Slam. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage and if the target is a creature it must make a DC 14 Strength saving throw or be knocked prone.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage.

Spellcasting. The bugbear casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability. The bugbear can innately cast the following spells, without providing material components:
1/day each: *beast bond, beast sense, hunter's mark*

Maneuver Allies (Recharge 5–6). Up to three beast allies within 60 feet of this bugbear that can hear it each use their reaction to move up to half their speed without provoking opportunity attacks.

Summon Beast (Recharges after a Short or Long Rest). The bugbear summons 2d4 giant rats, 1d4+1 wolves, 1d2 worgs, or 1 dire wolf. The beasts appear in unoccupied spaces within 30 feet of the bugbear and acts as its allies. The beasts act right after the bugbear on the same initiative count and fight until they're destroyed. They remain for 1 hour, until they or the bugbear dies, or until the bugbear dismisses them as an action.

Reactions

Protective Beast. When the bugbear is hit by an attack, one allied beast within 5 feet of the bugbear must use its reaction to be hit by the attack instead.

Legendary Actions

The bugbear can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The bugbear regains spent legendary actions at the start of its turn.

Move. The bugbear moves up to half its speed.
Shield Slam. The bugbear makes a Shield Slam attack.
Command Beast. The bugbear targets one allied beast it can see within 30 feet of it. If the target can see and hear the bugbear, the target can use its reaction to make one weapon attack or move up to its speed.
Attack (Costs 2 Actions). The bugbear attacks with its battleaxe or

Bugbear Blood Ghost Berserker

Medium Humanoid (Goblinoid), typically Chaotic Evil

Armor Class 14 (hide armor)
Hit Points 55 (10d8 + 10)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	13 (+1)	8 (-1)	12 (+1)	9 (-1)

Skills Perception +3, Stealth +6, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Goblin
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Brave. The bugbear has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Reckless. At the start of its turn, the bugbear can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Multiattack. The bugbear makes two Greataxe attacks or two Longbow attacks.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 16 (2d12 + 3) slashing damage, or 18 (2d12 + 5) slashing damage while raging.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage.

Bonus Actions

Rage (Recharges after a Short or Long Rest). The bugbear enters a rage. The rage lasts for 1 minute or until the bugbear is incapacitated. While raging, the bugbear gains the following benefits:

- The bugbear has advantage on Strength checks and Strength saving throws
- When it makes a melee weapon attack, the bugbear gains a +2 bonus to the damage roll (included in the attack).
- The bugbear has resistance to bludgeoning, piercing, and slashing damage.

Bugbear Boss

Medium Humanoid (Goblinoid), typically Chaotic Evil

Armor Class 16 (hide armor, shield)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	8 (-1)	12 (+1)	13 (+1)

Saving Throws Str +5, Dex +4
Skills Perception +3, Stealth +6, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Goblin
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Legendary Resistance (1/Day). If the bugbear fails a saving throw, it can choose to succeed instead.

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Multiattack. The bugbear makes two Morningstar attacks or two Longbow attacks.

Morningstar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage.

Bonus Actions

Battle Command. The bugbear targets one ally it can see within 30 feet of it. If the target can see or hear the bugbear, the target can use its reaction to make one melee attack or to take the Dodge or Hide action.

Legendary Actions

The bugbear can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The bugbear regains spent legendary actions at the start of its turn.

Move. The bugbear moves up to half its speed.

Intimidate Foe. The bugbear targets one creature it can see within 30 feet of it. If the target can see and hear the bugbear, it must make a DC 11 Wisdom saving throw or become frightened of the bugbear until the end of the bugbear's next turn.

Attack (Costs 2 Actions). The bugbear makes a melee or ranged attack.

Overhead Smash (Costs 3 Actions). The bugbear attacks with its maul. If the attack hits, the target must succeed on a DC 13 Constitution saving throw or be knocked unconscious for 1 minute. The unconscious target repeats the saving throw if it takes damage and at the end of each of its turns, ending the effect on itself on a success.

Bugbear Dark Claw of Skiggaret

Medium Humanoid (Goblinoid), typically Chaotic Evil

Armor Class 14 (studded leather)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	12 (+1)	10 (+0)	16 (+3)

Saving Throws Con +6, Cha +6
Skills Arcana +4, Deception +6, Religion +4
Senses darkvision 120 ft., passive Perception 10
Languages Common, Goblin
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Legendary Resistance (1/Day). If the bugbear fails a saving throw, it can choose to succeed instead.

Spell Penetration. When the bugbear casts a spell and is interrupted by an enemy's counterspell, treat the spell's level as 3 levels higher.

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Sickle. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage plus 3 (1d6) necrotic damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or the target's speed is halved. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The effects last until the end of the bugbear's next turn.

Spellcasting. The bugbear casts one of the following spells using Charisma as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *chill touch* (2d8), *freedom of movement, mage hand, toll the dead* (2d8 or 2d12), *silent image*
2/day (as 4th-level spells): *blight, darkness, fear, hunger of Hadar*

Bonus Actions

Cloak of Skiggaret (3/Day): The bugbear radiates an aura of terrifying darkness, appearing swathed in shadowy tendrils. A creature that starts its turn within 5 feet of the bugbear, or touches it or hits it with a melee attack while within 5 feet of the bugbear and the Cloak of Skiggaret is active takes 4 (1d8) necrotic damage and must succeed on a DC 14 Wisdom saving throw or become frightened until the start of its next turn. The Cloak of Skiggaret remains for 1 minute, until the bugbear dies, or until the bugbear dismisses it as an action.

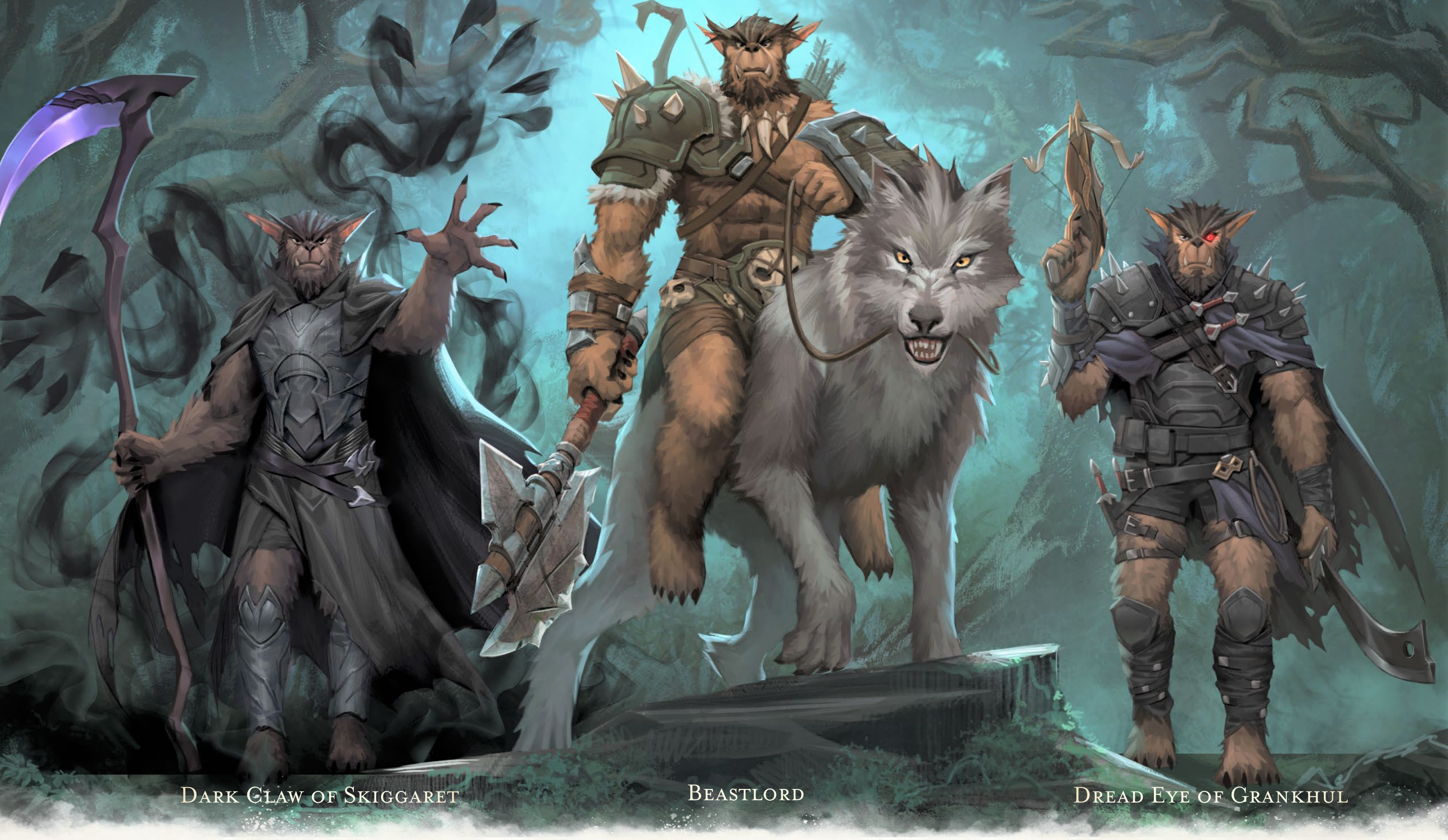
Legendary Actions

The bugbear can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The bugbear regains spent legendary actions at the start of its turn.

Move. The bugbear moves up to half its speed.

Sickle. The bugbear attacks with its Sickle.

Claws of Skiggaret (Costs 2 Actions). *Ranged Spell Attack:* +6 to hit, range 30 ft., one or two targets. *Hit:* 9 (2d8) necrotic damage. If the target is a creature, it deals only half damage with weapon attacks that use Strength for 1 minute. The target can make a DC 14 Constitution saving throw at the end of each of its turns, ending the effects on itself on a success.



Bugbear Dread Eye of Grankhul

Medium Humanoid (Goblinoid), typically Chaotic Evil

Armor Class 15 (studded leather)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	12 (+1)	15 (+2)	14 (+2)

Saving Throws Dex +6, Wis +5
Skills Perception +5, Religion +4, Stealth +9
Senses darkvision 120 ft., passive Perception 15
Languages Common, Goblin
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Assassinate. During its first turn, the bugbear has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the bugbear scores against a surprised creature is a critical hit.

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Legendary Resistance (1/Day). If the bugbear fails a saving throw, it can choose to succeed instead.

Spell Penetration. When the bugbear casts a spell and is interrupted by an enemy's counterspell, treat the spell's level as 3 levels higher.

Sneak Attack (1/Turn). The bugbear deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the bugbear that isn't incapacitated and the bugbear doesn't have disadvantage on the attack roll.

Actions

Scimitar. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Darkness (Recharges 4-6). The bugbear casts *darkness*.

Spellcasting. The bugbear casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *resistance, thaumaturgy, toll the dead* (2d8 or 2d12)
1/day each: *blindness/deafness, cure wounds, hold person, ray of sickness, silence, spirit shroud, vampiric touch*

Bonus Actions

Ever-Open Eyes (Recharges after a Short or Long Rest). The bugbear gains blindsight 60 ft. for 1 minute.

Shadow Step. While in dim light or darkness, the bugbear teleports up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

Reactions

Uncanny Dodge. The bugbear halves the damage that it takes from an attack that hits it. The bugbear must be able to see the attacker.

Legendary Actions

The bugbear can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The bugbear regains spent legendary actions at the start of its turn.

Darkness. The bugbear casts *darkness*, if available.
Move. The bugbear moves up to half its speed without provoking opportunity attacks.
Glaring Eye of Grankhul. The bugbear turns its gaze toward one creature it can see within 30 feet of it. The target must succeed on a DC 13 Wisdom saving throw or become paralyzed until the end of the bugbear's next turn.
Attack (Costs 2 Actions). The bugbear makes a melee or ranged attack.

Bugbear Hunter

Medium Humanoid (Goblinoid), typically Chaotic Evil

Armor Class 17 (studded leather)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	12 (+1)	8 (-1)	12 (+1)	9 (-1)

Skills Perception +3, Stealth +7, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Goblin
Challenge 2 (450 XP) **Proficiency Bonus** +2

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Favored Foe (2/Day). When the bugbear hits a creature with an attack roll, it can call on its mystical bond with nature to mark the target as its favored enemy for 1 minute or until it loses its concentration (as if it were concentrating on a spell).

The first time on each of its turns that it hits the favored enemy and deal damage to it, including when it marks it, it can increase that damage by 1d6.

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Battleaxe. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage.

Bugbear Warlock

Medium Humanoid (Goblinoid), typically Chaotic Evil

Armor Class 14 (studded leather)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	16 (+3)

Skills Arcana +2, Deception +5
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 3 (700 XP) **Proficiency Bonus** +2

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Scimitar. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Spellcasting. The bugbear casts one of the following spells using Charisma as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *eldritch blast* (2 beams), *false life, green-flame blade* (2d8 and 2d8), *minor illusion, silent image*
2/day (as 3rd-level spells): *blindness/deafness, fireball, hellish rebuke, stinking cloud*

Bugbear Witch doctor

Medium Humanoid (Goblinoid), typically Chaotic Evil

Armor Class 14 (studded leather)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	8 (-1)	15 (+2)	9 (-1)

Skills Medicine +4, Survival +4
Senses darkvision 60 ft., passive Perception 12
Languages Common, Goblin
Challenge 2 (450 XP) **Proficiency Bonus** +2

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

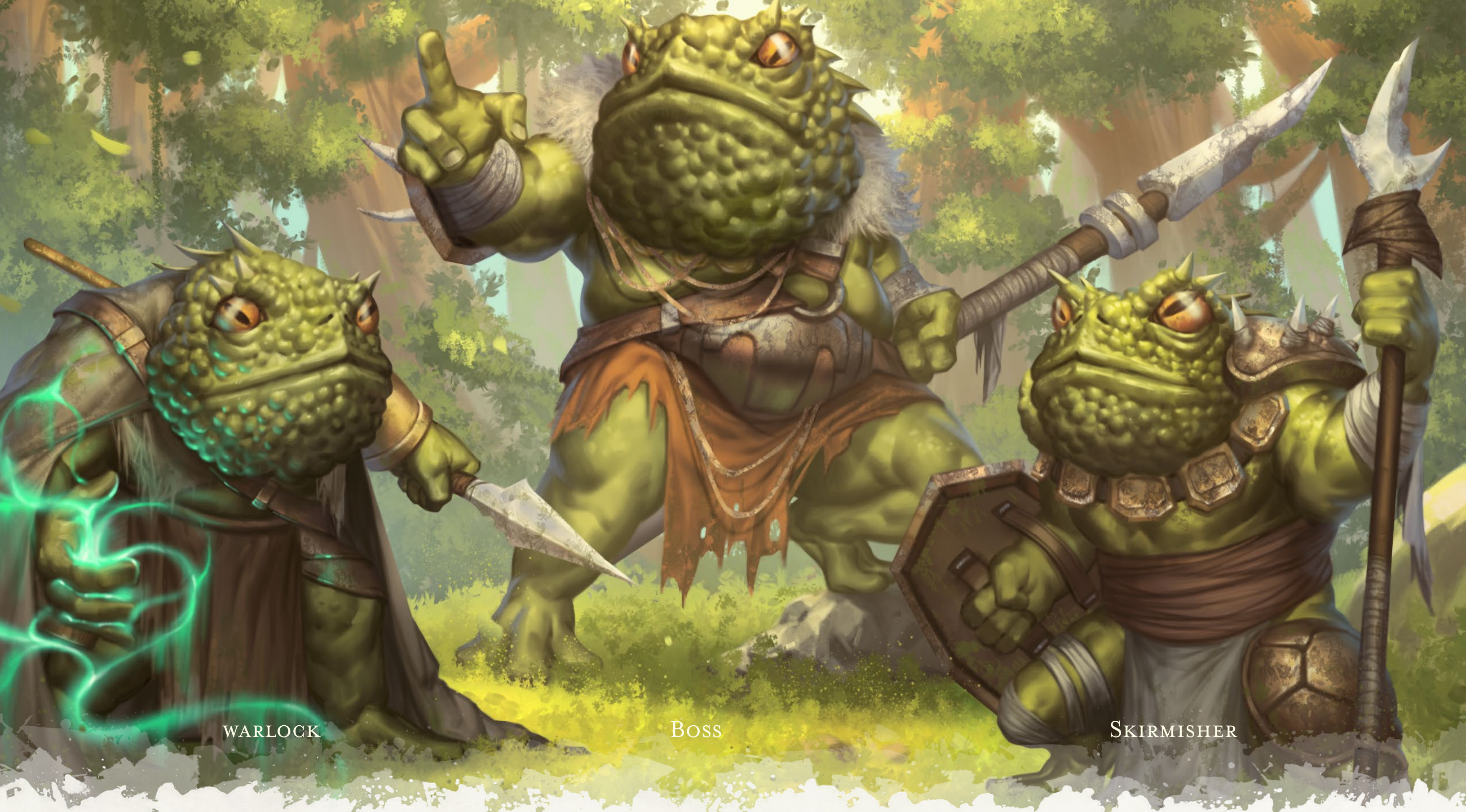
Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage, or 11 (2d8 + 2) bludgeoning damage if used with two hands.

Spellcasting. The bugbear casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At will: *resistance, sacred flame* (2d8), *thaumaturgy*
1/day each: *charm person, guiding bolt, healing word, hold person, mirror image, spirit guardians*

Reactions

Curse of Hruggek (3/Day). When a creature within 30 feet of the bugbear makes an attack roll and the bugbear can see the creature, the bugbear imposes disadvantage on that attack roll. If the attack misses, the next attack against the creature has advantage.



BULLYWUGS

BOSS

This tough bullywug is a cunning and opportunistic warrior that fights dirty. It usually leads small bullywug tribes and war parties.

MAW OF RAMENOS

This monstrous, towering bullywug is blessed with the essence of Ramenos, a primordial bullywug deity. The Maw of Ramenos appears as an 8-foot tall bullywug with an oversized mouth, enabling it to swallow its foes and unleash a thunderous croak.

SWARM LEADER

The swarm leader is a cunning shaman that unites several bullywug tribes under one banner. It combat, it uses an array of powerful water spells.

BULLYWUG BOSS

Medium Humanoid (Bullywug), typically Neutral Evil

Armor Class 14 (hide armor)
Hit Points 75 (10d8 + 30)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	7 (-2)	12 (+1)	8 (-1)

Skills Stealth +4
Senses passive Perception 11
Languages Bullywug
Challenge 3 (700 XP) **Proficiency Bonus** +2

Amphibious. The bullywug can breathe air and water.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Swamp Camouflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

ACTIONS

Multiattack. The bullywug makes three melee attacks: one with its Bite and two with its Glaive.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

BONUS ACTIONS

Battle Command. The bullywug targets one ally it can see within 30 feet of it. If the target can see or hear the bullywug, the target can use its reaction to make one melee attack or to take the Dodge or Hide action.

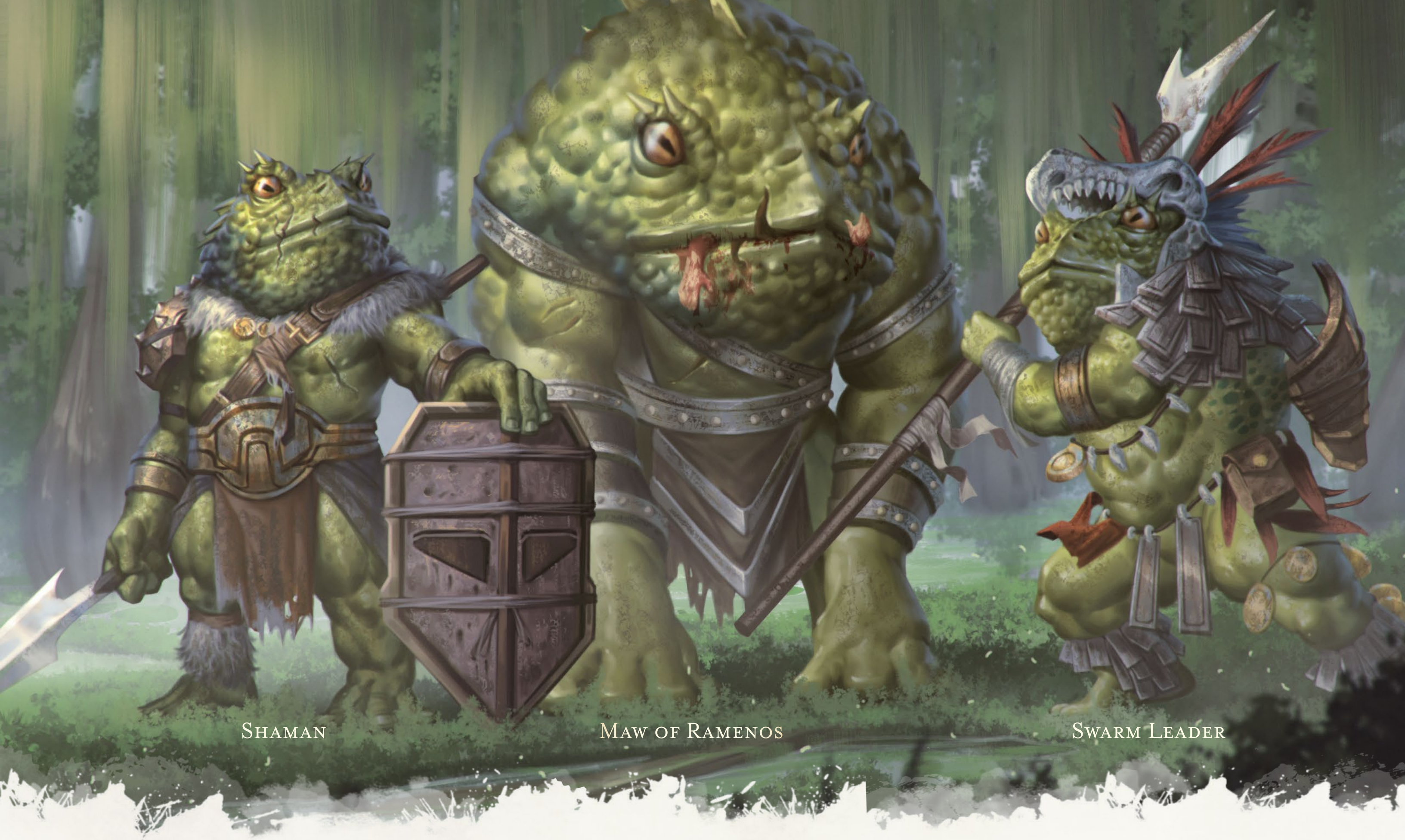
LEGENDARY ACTIONS

The bullywug can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The bullywug regains spent legendary actions at the start of its turn.

Move. The bullywug moves up to half its speed without provoking opportunity attacks.

Kick Mud. The bullywug kicks dirt and mud at a creature it can see within 10 feet of it. The target must succeed on a DC 13 Dexterity saving throw or be blinded until the end of its next turn. The bullywug must be standing on muddy ground to use this action.

Grievous Strike (Costs 2 Actions). The bullywug makes a Glaive attack. If the attack hits, the creature must succeed on a DC 13 Constitution saving throw or it takes an extra 5 (1d10) slashing damage, has disadvantage on attack rolls and ability checks, and can't take reactions, until the end of its next turn.



Bullywug Maw of Ramenos

Large Humanoid (Bullywug), typically Neutral Evil

Armor Class 13 (hide armor)
Hit Points 102 (12d10 + 36)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	7 (-2)	10 (+0)	7 (-2)

Skills Athletics +5, Stealth +3
Senses passive Perception 10
Languages Bullywug
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Amphibious. The bullywug can breathe air and water.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Swamp Camouflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage and the target is grappled (escape DC 13) if it is a Medium or smaller creature. Until this grapple ends, the target is restrained, and the bullywug can't use its bite or tongue attack on another target.

Tongue. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 7 (2d6) poison damage, and the target must make a DC 13 Strength saving throw. On a failed save, the target is pulled to a space within 5 feet of the bullywug, which can use a bonus action to make a Bite attack against the target.

Swallow. The bullywug makes a Bite attack against a Medium or smaller creature it is grappling. If the attack hits, the creature is swallowed, and the grapple ends. The swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the bullywug, and it takes 7 (2d6) acid damage at the start of each of the bullywug's turns.

The bullywug can have only one creature swallowed at a time. If the bullywug takes 10 damage or more on a single turn from a creature inside it, the bullywug must succeed on a DC 13 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 5 feet of the bullywug. If the bullywug dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 5 feet of movement, exiting prone.

Stunning Croak (Recharge 5–6). The bullywug emits a magical stupefying croak. Each creature not a bullywug within 20 feet of the bullywug and can hear the bullywug must succeed on a DC 13 Constitution saving throw or be stunned for 1 minute. A stunned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The bullywug can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The bullywug regains spent legendary actions at the start of its turn.

Leap. The bullywug moves up to its speed without provoking opportunity attacks. The bullywug can move through Large or smaller creatures and objects during this movement but can't end its turn inside a creature's or object's space.

Tongue. The bullywug makes a Tongue attack.

Maw (Costs 2 Actions). The bullywug makes a Bite attack or uses Swallow.

Bullywug Priest

Medium Humanoid (Bullywug), typically Neutral Evil

Armor Class 14 (hide armor, shield)
Hit Points 33 (6d8 + 6)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	13 (+1)	7 (-2)	14 (+2)	7 (-2)

Skills Stealth +2
Senses passive Perception 12
Languages Bullywug
Challenge 1 (200 XP) **Proficiency Bonus** +2

Amphibious. The bullywug can breathe air and water.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Swamp Camouflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Actions

Multiattack. The bullywug makes two melee attacks: one with its Bite and one with its Spear.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.

Spellcasting. The bullywug casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At will: *mending, resistance, sacred flame* (2d8), *thaumaturgy*
1/day each: *bane, healing word, blindness/deafness, hold person*

Bullywug Shaman

Medium Humanoid (Bullywug), typically Neutral Evil

Armor Class 14 (hide armor, shield)
Hit Points 45 (7d8 + 14)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	14 (+2)	7 (-2)	14 (+2)	7 (-2)

Skills Stealth +2
Senses passive Perception 12
Languages Bullywug
Challenge 2 (450 XP) **Proficiency Bonus** +2

Amphibious. The bullywug can breathe air and water.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Swamp Camouflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Actions

Multiattack. The bullywug makes two melee attacks: one with its Bite and one with its Spear.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.

Spellcasting. The bullywug casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At will: *druidcraft, poison spray* (2d12)*, shape water*
1/day each: *conjure animals* (giant frogs)*, cure wounds, entangle, thunderwave, tidal wave*

Bullywug Skirmisher

Medium Humanoid (Bullywug), typically Neutral Evil

Armor Class 15 (hide armor, shield)
Hit Points 22 (5d8)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	11 (+0)	7 (-2)	12 (+1)	7 (-2)

Skills Stealth +3
Senses passive Perception 11
Languages Bullywug
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Amphibious. The bullywug can breathe air and water.

Skirmish Advantage. Once per turn, the bullywug gains advantage on its attack roll when it makes a weapon attack while occupying a space at least 15 feet away from where it started its turn.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Swamp Camouflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Actions

Multiattack. The bullywug makes two melee attacks: one with its Bite and one with its Spear.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 +1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Reactions

Skirmisher. When an enemy the bullywug can see ends its turn within 5 feet of it, the bullywug can move up to half its speed. This movement doesn't provoke opportunity attacks.

BULLYWUG SWARM LEADER

Medium Humanoid (Bullywug), typically Neutral Evil

Armor Class 14 (hide armor)
Hit Points 71 (11d8 + 22)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	8 (-1)	15 (+2)	8 (-1)

Skills Stealth +5, Survival +5
Senses passive Perception 12
Languages Bullywug
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Amphibious. The bullywug can breathe air and water.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Spell Penetration. When the bullywug casts a spell and is interrupted by an enemy's counterspell, treat the spell's level as 3 levels higher.

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Swamp Camouflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

ACTIONS

Multiattack. The bullywug uses Maneuver Allies, if available. It then makes two melee attacks: one with its Bite and one with its Glaive.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

Maneuver Allies (Recharge 5–6). Up to four allies within 60 feet of this bullywug that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Spellcasting. The bullywug casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *druidcraft, poison spray* (2d12)*, shape water*
1/day each: *conjure animals* (giant frogs)*, healing spirit, summon elemental* (water), *thunderwave*, *tidal wave, watery sphere*

BONUS ACTIONS

Battle Command. The bullywug targets one ally it can see within 30 feet of it. If the target can see or hear the bullywug, the target can use its reaction to make one melee attack or to take the Dodge or Hide action.

LEGENDARY ACTIONS

The bullywug can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The bullywug regains spent legendary actions at the start of its turn.

Leap. The bullywug moves up to half its speed without provoking opportunity attacks. The bullywug can move through Medium or smaller creatures and objects during this movement but can't end its turn inside a creature's or object's space.
Glaive. The bullywug attacks with its Glaive.
Cast a Spell (Costs 2 Actions). The bullywug uses Spellcasting.

BULLYWUG WARLOCK

Medium Humanoid (Bullywug), typically Neutral Evil

Armor Class 13 (hide armor)
Hit Points 65 (10d8 + 20)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	8 (-1)	10 (+0)	15 (+2)

Skills Religion +1, Stealth +2
Senses passive Perception 10
Languages Bullywug
Challenge 3 (700 XP) **Proficiency Bonus** +2

Amphibious. The bullywug can breathe air and water.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Swamp Camouflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

ACTIONS

Multiattack. The bullywug makes two melee attacks: one with its Bite and one with its Spear.

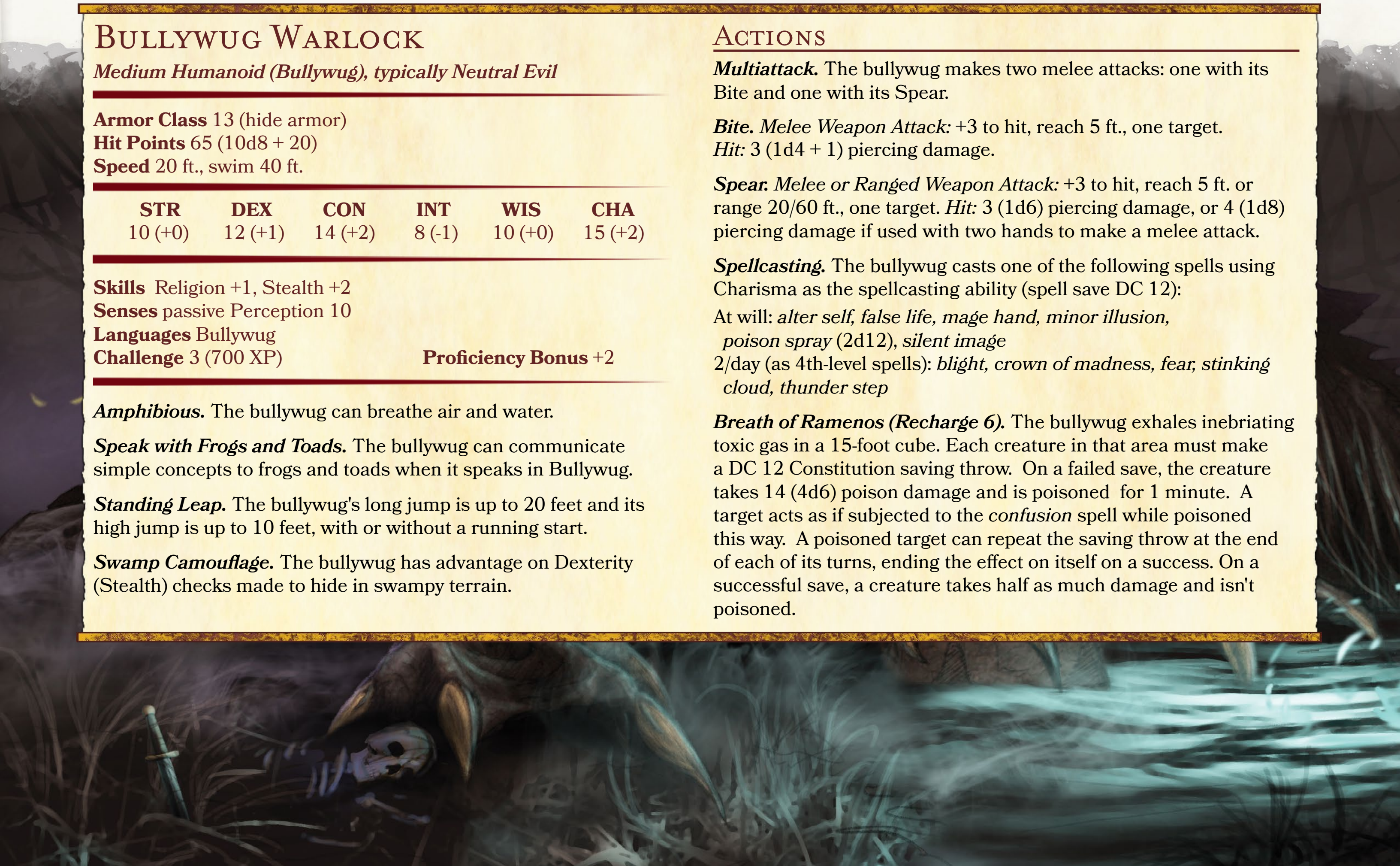
Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.

Spellcasting. The bullywug casts one of the following spells using Charisma as the spellcasting ability (spell save DC 12):

At will: *alter self, false life, mage hand, minor illusion, poison spray* (2d12), *silent image*
2/day (as 4th-level spells): *blight, crown of madness, fear, stinking cloud, thunder step*

Breath of Ramenos (Recharge 6). The bullywug exhales inebriating toxic gas in a 15-foot cube. Each creature in that area must make a DC 12 Constitution saving throw. On a failed save, the creature takes 14 (4d6) poison damage and is poisoned for 1 minute. A target acts as if subjected to the *confusion* spell while poisoned this way. A poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't poisoned.



BUNGISNGIS

BUNGISNGIS (BOONGIS-NGIS)

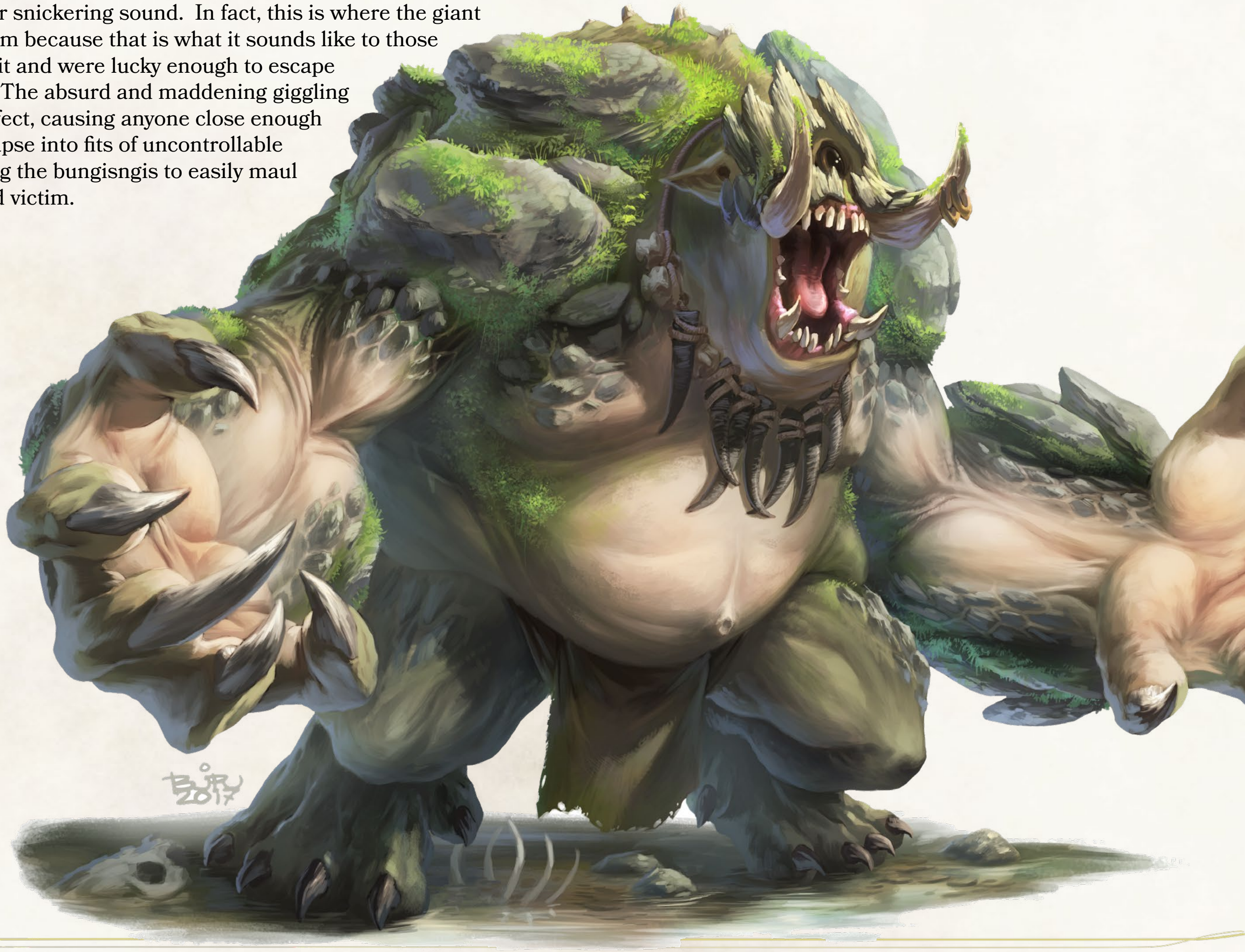
Distantly related to both the cyclops and troll, the bungisngis is a 14-foot tall giant with a squat, heavyset body. Moss, rocks, and petrified wood stick like barnacles on the skin of the bungisngis, running from the back of its large, talon-like claws to its entire upper back, which enables it to blend in its surroundings effortlessly. A singular eye lies at the center of its noseless head, and two large sharp tusks protrude from the side of its mouth, which is full of jagged, yellowish teeth. Because of the size of its tusks and teeth and its inability to breathe through its nostrils, the bungisngis' mouth is never fully closed, as if stuck in a permanent, obnoxious-looking grin. The bungisngis lumbers about like a quadruped, not unlike a gorilla, leading with its knuckles.

Cowardly Brutes. The bungisngis is incredibly strong, offset only by its limited vision, rudimentary intellect, and cowardice. A bungisngis is a bully and enjoys toying with its food but will flee combat when it realizes it cannot overpower its prey. There are many tales of how dimwitted a bungisngis is and how a single cut from a dagger has sent a bungisngis scampering away. Stories of crafty adventurers able to outwit or even bluff a bungisngis are common in forest-edge taverns. However, these stories are very few compared to the ones about those who were foolish enough to think they could take on a bungisngis head-on and ended up as a meal.

Horrid Giggling. What makes the bungisngis dangerous is not just because of its ferocious ability to butcher its prey with its vicious tusks and claws, but rather for its other unique characteristic. When agitated or hungry, especially during combat, the bungisngis emits a noise from its throat that resembles a vulgar giggling or snickering sound. In fact, this is where the giant gets its name from because that is what it sounds like to those who have heard it and were lucky enough to escape and tell about it. The absurd and maddening giggling has a magical effect, causing anyone close enough to hear it to collapse into fits of uncontrollable laughter, enabling the bungisngis to easily maul the incapacitated victim.

Gluttonous Giants. The bungisngis is an exceedingly rapacious creature. When hungry, the bungisngis will shamble about in the woods, foraging for anything edible-looking it can eat. This means the bungisngis will eat any creature smaller than itself that it can beat into submission. A single bungisngis can lay waste to a forest's ecosystem in a matter of weeks. When starving, it is not above raiding even well-defended settlements if it can steal a few cattle before getting seriously injured.

Woodland Lurkers. The bungisngis is native to the Feywild and found in areas with the most tangled forests and peaty bogs. In the Material Plane, the bungisngis tends to live in gloomy forest-covered mountains, dense jungles, and dismal swamps where it has no competition. The bungisngis seldom makes a lair, as it merely rests in the first secluded spot it can find anywhere in its territory, where it simply curls itself up in a ball, ending up looking just like any other huge moss-covered boulder. A bungisngis is rarely found with its kind, as they tend to compete with each other for resources. Instead, it tends to share the company of unintelligent beasts such as bears, tigers, and wolves which it treats as pets as long as the food isn't scarce. If it is with a group of its kind, it is likely with its mate and siblings, often led by a shaman. Due to its cowardly nature, it is not uncommon for a bungisngis to be bullied into submission and become enslaved guards and servants to more powerful or intelligent beings such as other giants, dragons, hags, or oni that live in the same gloomy woodland areas the bungisngis prefers.



Bungisngis

Huge Giant, typically Chaotic Neutral

Armor Class 15 (natural armor)
Hit Points 103 (9d12 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	5 (-3)	8 (-1)	14 (+2)

Senses passive Perception 9
Skills Stealth +4
Languages Giant
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Charge. If the bungisngis moves at least 20 feet straight toward a target and then hits it with a Tusk attack on the same turn, the target takes an extra 10 (3d6) slashing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Horrid Giggling. The bungisngis incessantly emits a magical, infectious giggling sound. When a creature starts its turn within 30 feet of the bungisngis and is able to hear the bungisngis, the creature must make a DC 13 Wisdom saving throw, succeeding automatically if it has an Intelligence of 4 or lower. On a failed saving throw, the creature is incapacitated for 1 minute as it is overcome by a fit of laughter. At the end of each of its turns, the creature can repeat the saving throw, ending the effect on itself on a success.

If a creature's saving throw is successful, the creature is immune to the bungisngis's Horrid Giggling for the next 24 hours.

Poor Depth Perception. The bungisngis has disadvantage on any attack roll against a target more than 30 feet away.

Stone Camouflage. The bungisngis has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The bungisngis makes three attacks: one with its Tusk and two with its Claws.

Tusk. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Bungisngis Shaman

Huge Giant, typically Chaotic Neutral

Armor Class 15 (natural armor)
Hit Points 149 (13d12 + 65)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	5 (-3)	14 (+2)	14 (+2)

Senses passive Perception 12
Skills Stealth +5
Damage Resistance nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)
Languages Giant
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Charge. If the bungisngis moves at least 20 feet straight toward a target and then hits it with a Tusk attack on the same turn, the target takes an extra 10 (3d6) slashing damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Horrid Giggling. The bungisngis incessantly emits a magical, infectious giggling sound. When a creature starts its turn within 30 feet of the bungisngis and is able to hear the bungisngis, the creature must make a DC 14 Wisdom saving throw, succeeding automatically if it has an Intelligence of 4 or lower. On a failed saving throw, the creature is incapacitated for 1 minute as it is overcome by a fit of laughter. At the end of each of its turns, the creature can repeat the saving throw, ending the effect on itself on a success.

If a creature's saving throw is successful, the creature is immune to the bungisngis's Horrid Giggling for the next 24 hours.

Poor Depth Perception. The bungisngis has disadvantage on any attack roll against a target more than 30 feet away.

Stone Camouflage. The bungisngis has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The bungisngis makes three attacks: one with its Tusk and two with its Claws.

Tusk. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

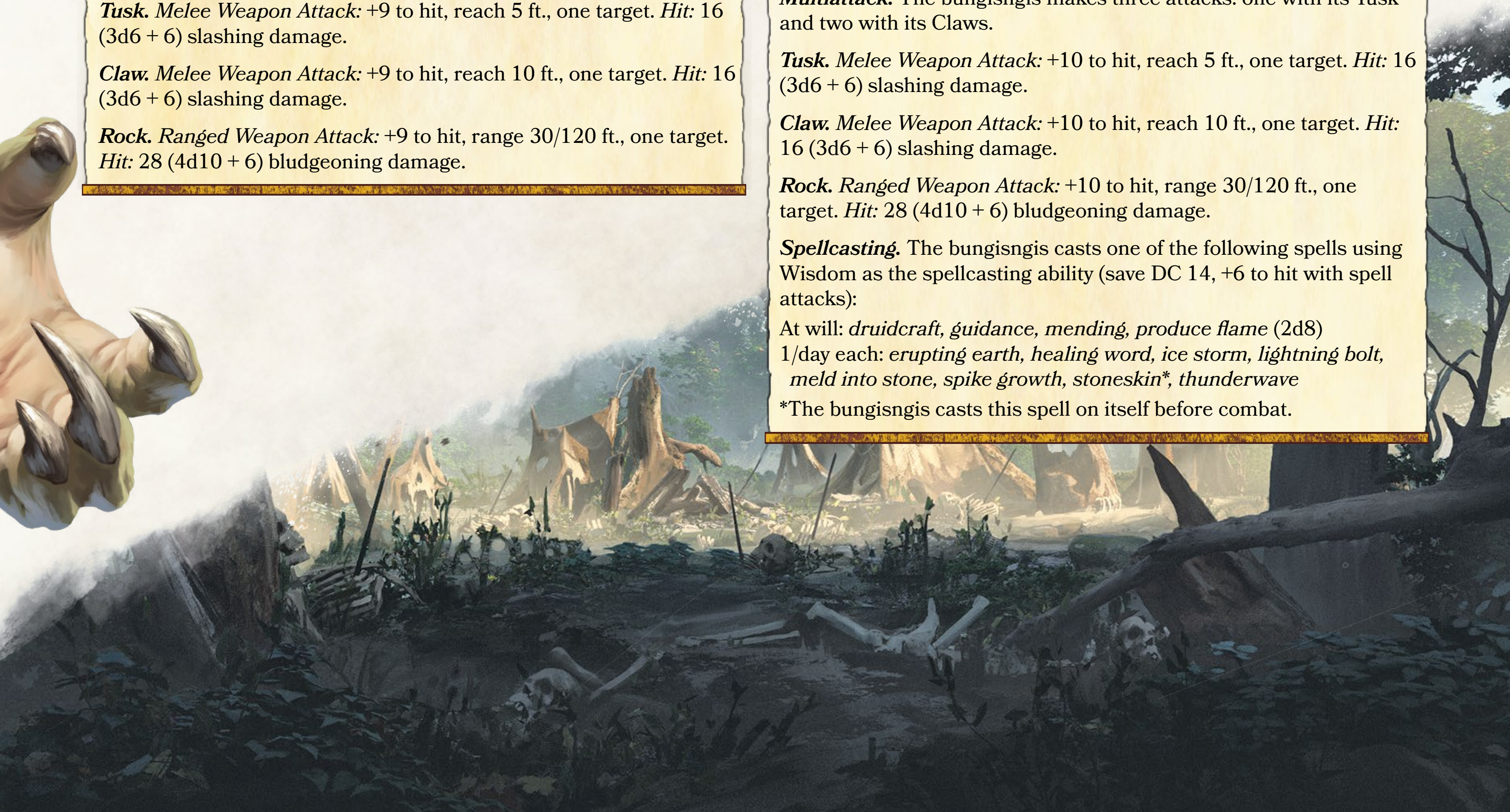
Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 30/120 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

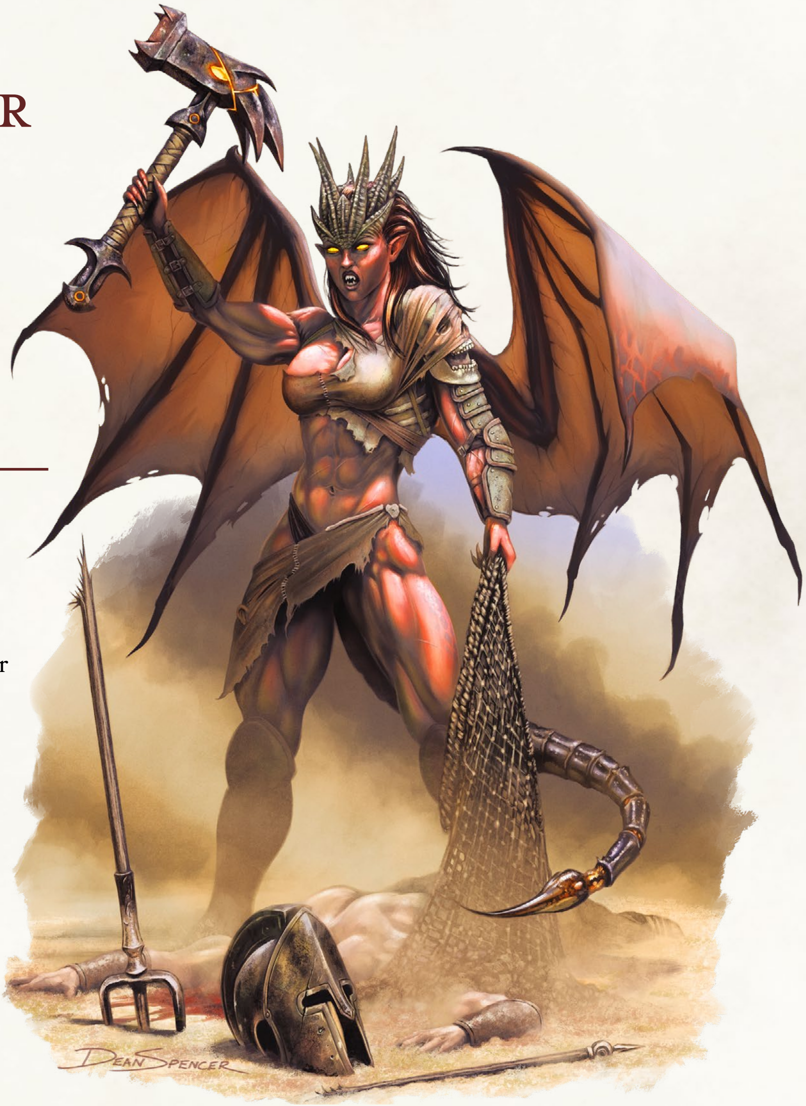
Spellcasting. The bungisngis casts one of the following spells using Wisdom as the spellcasting ability (save DC 14, +6 to hit with spell attacks):

At will: *druidcraft, guidance, mending, produce flame* (2d8)
1/day each: *erupting earth, healing word, ice storm, lightning bolt, meld into stone, spike growth, stoneskin*, thunderwave*

*The bungisngis casts this spell on itself before combat.



CAMBION GLADIATOR



CAMBION GLADIATOR

The cambion gladiator is a ruthless, highly-skilled warrior who lives for battle and entertains thousands of spectators in legendary blood-soaked arenas for the glory of its father, Graz'zt the Dark Prince.

Deadly Arsenal. In combat, the crafty cambion gladiator will catch its opponents with its weighted net, hindering them momentarily for it to close in and stab them with their venomous stingers. Once a foe is weakened by the poison, the cambion finishes the match by crushing its skull with its vicious warhammer. If outnumbered, the cambion will utilize its fiendish charm to divide its enemies.

CAMBION GLADIATOR

Medium Fiend, typically any Evil alignment

Armor Class 21 (studded leather, shield)
Hit Points 112 (15d8 + 45)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Str +7, Dex +7, Con +6, Wis +4
Skills Athletics +7, Deception +6, Intimidation +6, Perception +4
Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 60 ft., passive Perception 14
Languages Abyssal, Common, Infernal
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Brave. The cambion has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the cambion hits with it (included in the attack).

Fiendish Blessing. The AC of the cambion includes its Charisma bonus (included in the AC).

ACTIONS

Multiattack. The cambion makes three melee attacks: two with its Warhammer and one with its Sting; or uses its Fire Ray twice.

Warhammer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, or 16 (2d10 + 5) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Sting. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 9 (2d4 + 4) piercing damage. The target must succeed on a DC 15 Constitution saving throw, taking 16 (3d10) poison damage on a failed save, or half as much damage on a successful one.

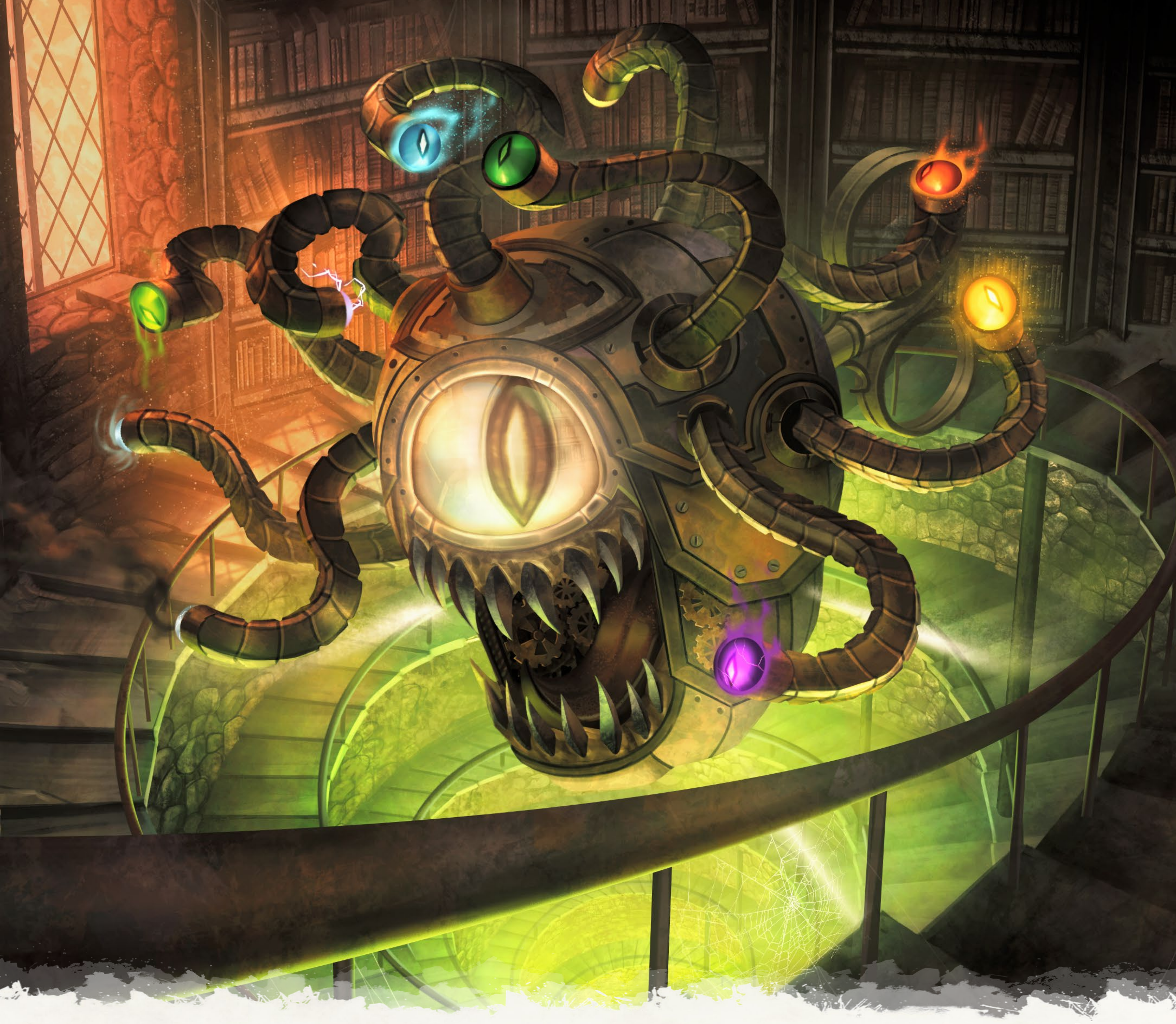
Fire Ray. *Ranged Spell Attack:* +7 to hit, range 120 ft., one creature. *Hit:* 10 (3d6) fire damage.

Fiendish Charm. One humanoid the cambion can see within 30 feet of it must succeed on a DC 14 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the cambion's spoken commands. If the target suffers any harm from the cambion or another creature or receives a suicidal command from the cambion, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to the cambion's Fiendish Charm for the next 24 hours.

Weighted Net. *Ranged Weapon Attack:* +7 to hit, ranged 20/60 ft., one Small or Medium creature. *Hit:* The target is restrained until it escapes the net. Any creature can use its action to make a DC 15 Strength check to free itself or another creature in the net, ending the effect on a success. Dealing 10 slashing damage to the net (AC 12) destroys the net and frees the target.

Spellcasting. The cambion casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

3/day each: *alter self, command, detect magic*
1/day: *plane shift* (self only)



CLOCKWORK BEHOLDER

CLOCKWORK BEHOLDER

Pushing themselves to continue building the perfect efficient guardian, inventive gnomes looked to the beholder for inspiration and marveled at the aberration's simple yet effective biological design. After years of planning, acquiring expensive raw materials, and trial and error, they were able to build the first clockwork beholder.

Mechanical Tyrant. When activated, its spherical body hovers at all times, buoyed by steam jets below it. It has a great bulging lens for an eye, sitting above a large maw that contains rows of razor-sharp metallic teeth. Ten retracting segmented metal stalks crown its body, each ending with a unique type of lens that can project different types of energy rays. When inert, a clockwork beholder resembles a large metallic ball with its central eye shut and its eyestalks retracted.

Spell-Reflecting Eye. In combat, the clockwork beholder will typically blast its enemies with its rays. If any foe attempts to target it with a spell or spell attack, the clockwork beholder can turn its central eye lens toward the caster and reflect the spell back toward it.

Death Burst. As with most gnomish inventions, the clockwork beholder is dangerously volatile. If destroyed, its mechanical body has a chance to explode, hitting anyone near it with superheated steam and shrapnel.

Constructed Nature. A clockwork doesn't require air, food, drink, or sleep.

Clockwork Beholder

Large Construct, unaligned

Armor Class 19 (natural armor)
Hit Points 180 (19d10 + 76)
Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	18 (+4)	3 (-4)	10 (+0)	1 (-5)

Skills Perception +10
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 20
Languages understands one language of its creator but can't speak
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Death Burst. When the clockwork beholder's hit points reaches 0, roll 1d6. On a roll of 3 or higher, it explodes in a burst of shrapnel and scalding steam. Each creature within 10 feet of it must make a DC 17 Dexterity saving throw, taking 9 (2d8) piercing damage and 9 (2d8) fire damage on a failed save, or half as much damage on a successful one.

Spell Redirection Cone. The clockwork beholder's central eye creates an area of spell redirection, in a 150-foot cone. If a creature within the cone targets the clockwork beholder with a spell or spell attack, the beholder causes that spell to hit another creature of its choice within 60 feet of it that it can see. At the start of each of its turns, the clockwork beholder decides which way the cone faces and whether the cone is active.

Magic Resistance. The clockwork beholder has advantage on saving throws against spells and other magical effects.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (3d6 + 1) piercing damage.

Eye Rays. The clockwork beholder shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it*:*

1. *Fire Ray.* The targeted creature must succeed on a DC 17 Dexterity saving throw. On a failed save, the creature takes 22 (4d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns. On a successful save, a creature takes half as much damage.

2. *Freeze Ray.* The targeted creature must succeed on a DC 17 Constitution saving throw or take 18 (4d8) cold damage and the target can't use reactions and its speed is halved for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. *Lightning Ray.* The targeted creature must succeed on a DC 17 Constitution saving throw or take 18 (4d8) lightning damage and the target is incapacitated until the end of the clockwork beholder's next turn.

4. *Acid Ray*. The targeted creature must succeed on a DC 17 Dexterity saving throw. On a failed save, the creature takes 18 (4d8) acid damage immediately and 9 (2d8) acid damage at the end of its next turn. On a successful save, a creature takes half as much of the initial damage and no damage at the end of its next turn.

5. *Poison Ray.* The targeted creature must succeed on a DC 17 Constitution saving throw or be poisoned for 1 minute. A poisoned creature is paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

6. *Radiant Ray.* The targeted creature must succeed on a DC 17 Constitution saving throw or take 13 (3d8) radiant damage and the target is blinded for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

7. *Force Ray.* The targeted creature must succeed on a DC 17 Strength saving throw or take 18 (4d8) force damage and the target is pushed horizontally up to 10 feet directly away from the clockwork beholder and is knocked prone.

8. *Antimagic Ray.* The targeted creature must succeed on a DC 17 Wisdom saving throw or the target is affected as if in an *antimagic field* spell for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

9. *Death Ray.* The targeted creature must succeed on a DC 17 Dexterity saving throw or take 33 (6d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

10. *Malfunctioning Ray.* The eye activates, sputters, blows a gasket, and does nothing.

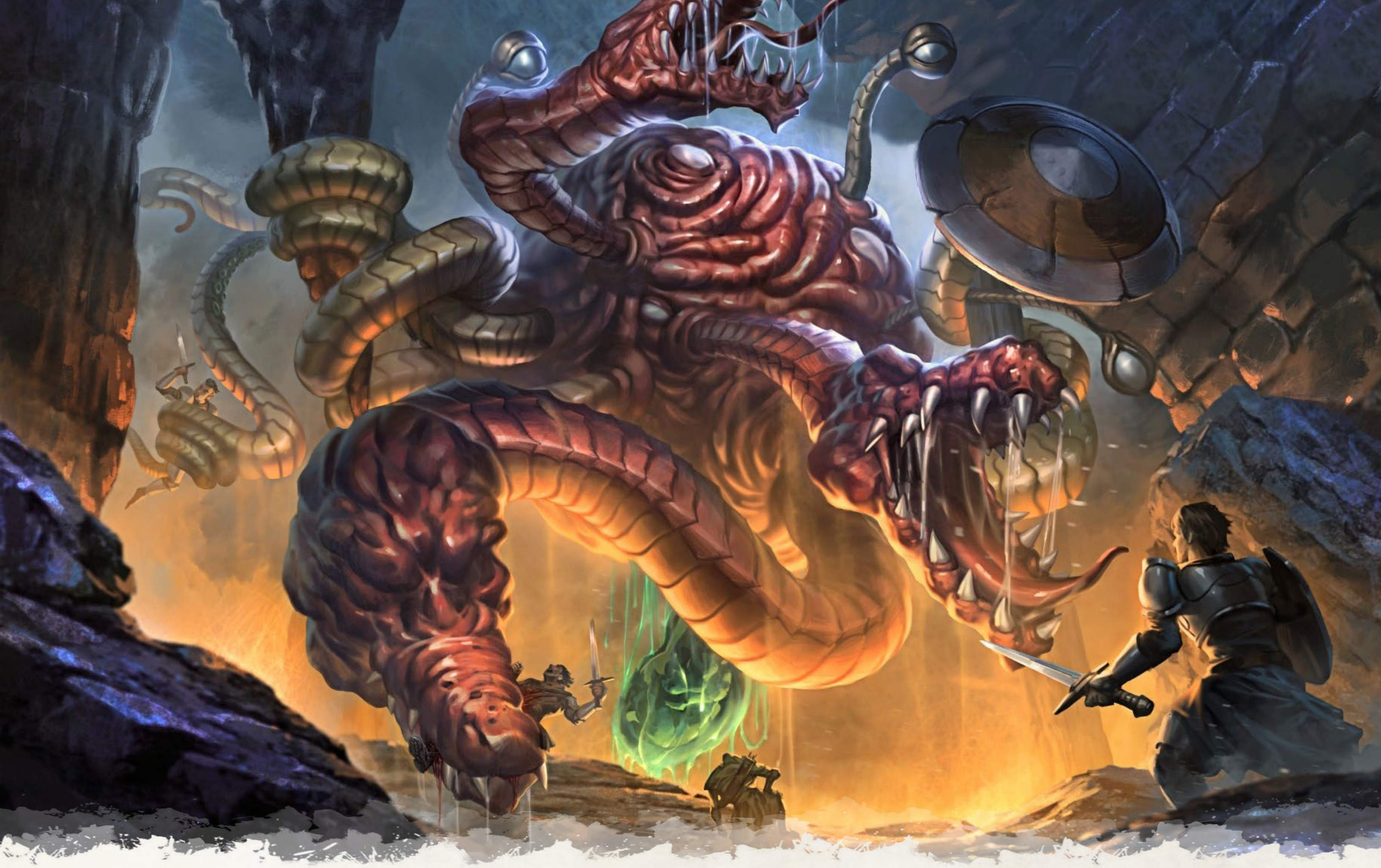
Reactions

Direct Spell Redirection Cone. When a creature the clockwork beholder can see targets the clockwork beholder with a spell or spell attack and the creature is within 150 feet of the clockwork beholder, the clockwork beholder activates its spell redirection cone and faces in the direction of the creature.

Legendary Actions

The clockwork beholder can take 3 legendary actions, using the Eye Ray option below. It can take only one legendary action at a time and only at the end of another creature's turn. The clockwork beholder regains spent legendary actions at the start of its turn.

Eye Ray. The clockwork beholder uses one random eye ray.



DEEPSPAWNS

DEEPSPAWN

The deepspawn is a devious and malevolent aberration native to both the Shadowfell and the Underdark. To the deepspawn, all living creatures are nothing more than resources to be consumed and replaced by the deepspawn's progeny. The deepspawn has an appearance born out of someone's worst nightmare. It has a spherical body with a width of 15 to 25 feet in diameter, covered with a rubbery, mottled grayish-brown hide. Protruding from its mass are six segmented arms, each reaching up to 20 feet long. Three of the arms are octopus-like tentacles, while the other three are serpent-like appendages that end in crocodilian jaws, each filled with multiple rows of jagged teeth. Spread around its body are dozens of retractable eye stalks that allow the deepspawn to see everything around it, though it chooses to extend only four to six eyestalks at a time while keeping the rest safely tucked in.

Monster Factory. The deepspawn gets its name from its unexplained, natural ability to produce or spawn an exact duplicate of any living thing native to the Material Plane it has consumed. After a deepspawn devours a creature, a duplicate gestates for 4-7 days. Once the spawn is mature, the deepspawn can continue to carry it for no more than a month until it decides to expel the spawn through a special egress located under the deepspawn's body. The spawn is not a mere replication, as it retains the abilities, behaviors, skills, and memories of the original. The spawn is fiercely loyal to its creator and will still defend the deepspawn from its enemies to the death. Even the offspring of spawns become genetically predisposed to serving the deepspawn without question. The deepspawn sees its spawns as mere cannon fodder, serving to protect the deepspawn from harm and hunt and bring back food for it. If left unchecked, the deepspawn will continue to grow its army of spawns.

Master Tactician. A deepspawn is shrewd enough not to put itself at unnecessary risk and will usually let its spawns fight in its stead. A deepspawn may have four to six of its brood protecting it at all times and even carries one more inside its body, ready to expel it if needed. The deepspawn will telepathically connect to its spawn and direct them in battle while keeping a safe distance. If forced to fight, the deepspawn will use its arms to maximum advantage, grabbing vulnerable targets with its constricting tentacles while attacking more dangerous ones with the rending bites of its jawed appendages. It is also not uncommon for a deepspawn to wield melee weapons and giant-sized shields with one of its tentacles. Opponents can attack and dismember the deepspawn's arms, but it only slows down the deepspawn as it can regrow a lost arm in an instant.

Foes and Allies. A deepspawn is a solitary being in the sense that it does not actively keep the company of other creatures that isn't its spawn. Most intelligent races, even evil ones such as drow, duergar, and illithids, see the deepspawn as a dangerous threat, and take great lengths to destroy it and its offspring before they grow to overwhelming numbers. However, on rare occasions, a deepspawn may ally itself with others if it sees the partnership's benefits outweigh the risks and helps further the deepspawn's goals. A deepspawn once worked with a powerful evil cult while secretly replacing its members one by one with its spawn.

Deepspawn Tyrant. This gigantic deepspawn is an ancient and powerful monster that has survived for centuries due to its cunning and deliberate actions, building its empire while remaining hidden from outside scrutiny.

A Deepspawn's Lair

A deepspawn's lair is often either a sprawling dungeon, a network of caverns, or the ruins of a small city, isolated from the rest of the world by miles of dismal and treacherous swamps, wild and gloomy forests, densely tangled jungles, or deep, winding Underdark tunnels. The lair will be surrounded by multiple rooms and mini-lairs, occupied and patrolled by the deepspawn's offspring. The deepspawn usually keeps itself hidden or half-buried in its large piles of amassed coins and treasure within its den, emerging only if needed.

The challenge rating of a deepspawn increases by 1 when it's encountered in its lair.

Lair Actions

On initiative count 20 (losing initiative ties), the deepspawn takes a lair action to cause one of the following effects; the deepspawn can't use the same effect two rounds in a row:

- The deepspawn casts *hold monster*.
- The deepspawn regrows a tentacle; or regains 35 hit points and ends blindness, deafness, and any diseases affecting it.
- The deepspawn targets one spawn it can sense within 120 feet of it. The target has a flash of inspiration and gains advantage on one attack roll, ability check, or saving throw it makes before the end of its next turn. If the target doesn't or can't use this benefit in that time, the inspiration is lost.

Regional Effects

The region containing a legendary deepspawn's lair is warped by the deepspawn's magic, which creates one or more of the following effects:

- The land within 6 miles of the lair takes twice as long as normal to traverse, since the vegetation grow thick and twisted, the swamps are thick with reeking mud, and sharp, rocky outcroppings choke pathways.
- Spawns in the lair have advantage on saving throws against being charmed or frightened.
- Spawns within 1 mile of the deepspawn's lair serve as the deepspawn's eyes and ears.

If the deepspawn dies, these effects fade over the course of 1-10 days.

Deepspawn

Huge Aberration, typically Chaotic Evil

Armor Class 16 (natural armor, shield)
Hit Points 161 (14d12 + 70)
Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	20 (+5)	17 (+3)	17 (+3)	8 (-1)

Saving Throws Con +9, Int +7, Wis +7
Skills Arcana +7, Perception +11
Damage Immunities poison
Condition Immunities poisoned, prone
Senses passive Perception 21
Languages Common, Deep Speech, Undercommon, telepathy 60 ft.
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Appendages. The deepspawn can have up to six appendages. Three of the appendages are tentacles and the other three are serpent-like limbs. One of the tentacles is used to wield a weapon. Each appendage can be attacked (AC 16; 50 hit points; immunity to psychic damage). Destroying an appendage deals no damage to the deepspawn, which can regrow a replacement appendage by using its lair action.

Legendary Resistance (1/Day). If the deepspawn fails a saving throw, it can choose to succeed instead.

Magic Resistance. The deepspawn has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The deepspawn makes three melee attacks: one with its Bite, one with its Tentacle, and one with its Battleaxe. It can replace two of its melee attacks with Tentacle Slam or Spawn, if available.

Bite. *Melee Weapon Attack:* +9 to hit, reach 20 ft., one target. *Hit:* 12 (2d6 +5) piercing damage.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 20 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage. If the target is Large or smaller, it is grappled (escape DC 15). Until this grapple ends, the target is restrained and the deepspawn can automatically hit the target with its Tentacle attack. The deepspawn has two Tentacles, each of which can grapple only one target.

Battleaxe. *Melee Weapon Attack*: +9 to hit, reach 20 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Tentacle Slam. The deepspawn slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 17 Constitution saving throw or take 14 (2d8 + 5) bludgeoning damage and be stunned until the end of the deepspawn's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Spellcasting. The deepspawn casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 15):

At-will: *detect magic, detect thoughts, water breathing*
3/day: *hold monster*

Bonus Actions

Spawn (1/Day). The deepspawn produces a spawn, which is a random Large or smaller creature that is has devoured. The spawn must be a beast, dragon, fey, giant, humanoid, monstrosity, or plant of CR 3 or less. The spawn is a direct copy of the creature devoured by the deepspawn, and retains learned abilities as well as some dim recollection of its former existence. Once the deepspawn has spawned a specific creature it has devoured, it cannot spawn that creature again. The spawn appears in the nearest space within 5 feet of the deepspawn and acts as its ally. The spawn acts one turn after the deepspawn on the same initiative count and fight until they're destroyed. The spawn is completely loyal and dedicated to the deepspawn and cannot be forced to attack the deepspawn by any means.

Reactions

Protective Spawn. When the deepspawn is hit by an attack, one spawn within 5 feet of the deepspawn must use its reaction to be hit by the attack instead.

Legendary Actions

The deepspawn can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The deepspawn regains spent legendary actions at the start of its turn.

Move. The deepspawn moves up to half its speed.
Bite. The deepspawn makes a Bite attack.
Tentacle. The deepspawn makes a Tentacle attack.
Bludgeon (Costs 2 Actions). The deepspawn uses Tentacle Slam.
Hold Monster (Costs 2 Actions). The deepspawn casts *Hold Monster*.

Deepspawn Tyrant

Gargantuan Aberration, typically Chaotic Evil

Armor Class 17 (natural armor, shield)
Hit Points 315 (18d20 + 126)
Speed 40 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	25 (+7)	18 (+4)	18 (+4)	10 (+0)

Saving Throws Con +13, Int +10, Wis +10
Skills Arcana +10, Perception +16
Damage Immunities poison
Condition Immunities poisoned, prone
Senses passive Perception 26
Languages Common, Deep Speech, Undercommon, telepathy 60 ft.
Challenge 20 (25,000 XP) **Proficiency Bonus** +6

Appendages. The deepspawn can have up to six appendages. Three of the appendages are tentacles and the other three are serpent-like limbs. One of the tentacles is used to wield a weapon. Each appendage can be attacked (AC 16; 50 hit points; immunity to psychic damage). Destroying an appendage deals no damage to the deepspawn, which can regrow a replacement appendage by using its lair action.

Legendary Resistance (3/Day). If the deepspawn fails a saving throw, it can choose to succeed instead.

Magic Resistance. The deepspawn has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The deepspawn makes three melee attacks: one with its Bite, one with its Tentacle, and one with its Battleaxe. It can replace two of its melee attacks with Tentacle Slam or Spawn, if available.

Bite. *Melee Weapon Attack:* +13 to hit, reach 25 ft., one target. *Hit:* 17 (3d6 +7) piercing damage.

Tentacle. *Melee Weapon Attack:* +13 to hit, reach 25 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage. If the target is Huge or smaller, it is grappled (escape DC 17). Until this grapple ends, the target is restrained and the deepspawn can automatically hit the target with its Tentacle attack.

Battleaxe. *Melee Weapon Attack*: +13 to hit, reach 25 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage.

Tentacle Slam. The deepspawn slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 21 Constitution saving throw or take 25 (4d8 + 7) bludgeoning damage and be stunned until the end of the deepspawn's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Spellcasting. The deepspawn casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 18):

At-will: *detect magic, detect thoughts, water breathing*
3/day: *hold monster*
1/day: *psychic scream*

Bonus Actions

Spawn (1/Day). The deepspawn produces a spawn, which is a random Huge or smaller creature that is has devoured. The spawn must be a beast, dragon, fey, giant, humanoid, monstrosity, or plant of CR 6 or less. The spawn is a direct copy of the creature devoured by the deepspawn, and retains learned abilities as well as some dim recollection of its former existence. Once the deepspawn has spawned a specific creature it has devoured, it cannot spawn that creature again. The spawn appears in the nearest space within 5 feet of the deepspawn and acts as its ally. The spawn acts one turn after the deepspawn on the same initiative count and fight until they're destroyed. The spawn is completely loyal and dedicated to the deepspawn and cannot be forced to attack the deepspawn by any means.

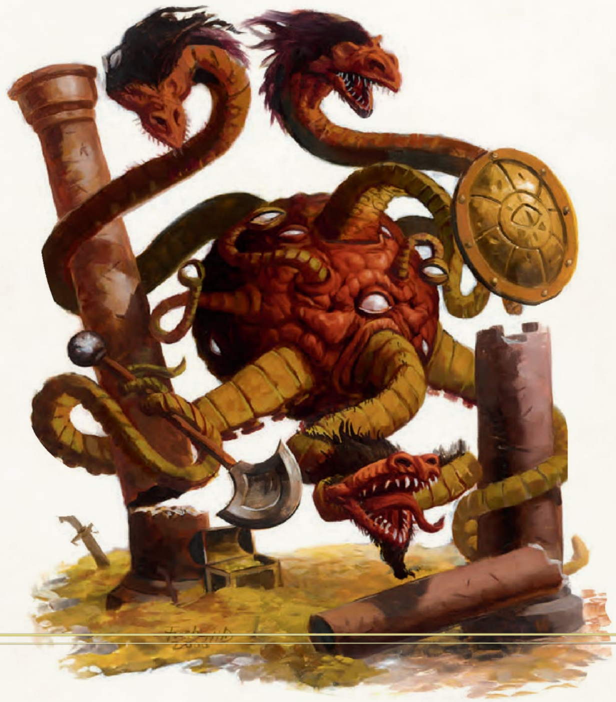
Reactions

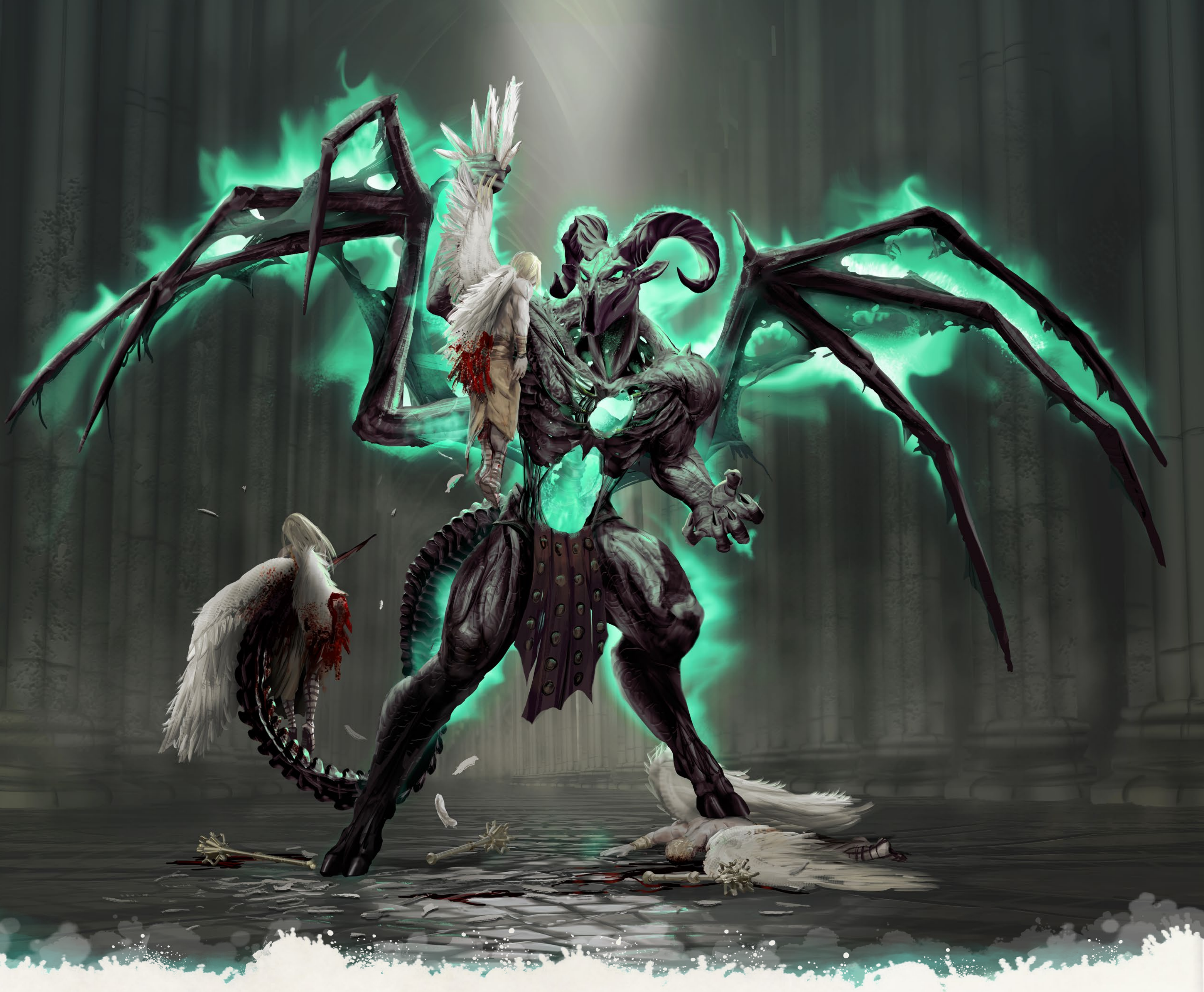
Protective Spawn. When the deepspawn is hit by an attack, one spawn within 5 feet of the deepspawn must use its reaction to be hit by the attack instead.

Legendary Actions

The deepspawn can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The deepspawn regains spent legendary actions at the start of its turn.

Move. The deepspawn moves up to half its speed.
Bite. The deepspawn makes a Bite attack.
Tentacle. The deepspawn makes a Tentacle attack.
Bludgeon (Costs 2 Actions). The deepspawn uses Tentacle Slam.
Hold Monster (Costs 2 Actions). The deepspawn casts *Hold Monster*.





DEMONS

HIEROPHANT OF ANNIHILATION

Hierophants of Annihilation are the mightiest servants of Orcus and the progenitors of bodaks. They are free-willed but are absolutely loyal to the Lord of the Undead. These horrific demons resemble 20-foot tall giant bodaks with bat-like wing vestiges, bony tails that end with stingers, and ram skulls for heads. Their massive ribcages bear the marks of Orcus - gashes in sections that used to cover their hearts, and their desiccated bodies reek of a coppery, rotting smell. Faint greenish auras emanate from their bodies like sickly tendrils.

Devotees of Orcus. Orcus created the Hierophants of Annihilation from seven of his devotees - powerful high priests and liches faithful to the Prince of Undeath. It is said that among those seven were the infamous lich Zhengyi the Witch-King and the powerful high priest Banak from the Bloodstone Lands. When their souls went to the Abyss after their destruction, Orcus claimed them and transformed them into his first two Hierophants of Annihilation.

Warmasters of Orcus. In combat, a Hierophant of Annihilation will rely mostly on its supernatural strength to destroy its foes. Those strong enough to withstand the demon's powerful blows and deadly stings must still contend with the Hierophant's most potent weapon - its death gaze. Only a few can survive the demon's lethal stare, and those who die from it rise as bodaks loyal to the Hierophant. The Hierophant can also unleash mighty death spells and conjure an aura of necrotic energy that rots the flesh of anyone foolish enough to be close to the demon.

Vassals of Orcus. The Hierophants of Annihilation serve Orcus, as well as Orcus's Exarch, Doresain the Ghoul King, as their generals. Each Hierophant actively schemes against each other, vying for both Orcus and Doresain's favor. On very rare occasions, Orcus may send one of his Hierophants on a mission to the Material Plane, such as serving as a guardian in the most important temples of the Cult of Orcus.

A Hierophant of Annihilation's Lair

Each Hierophant of Annihilation is in charge of defending a region in Thanathos, the 113th layer of the Abyss and home of Orcus. Each occupies a towering fortress made from stone, bones, and flayed skins. Ghouls, ghasts, bodaks, and maurezhis prowl its halls, ready to act on the hierophant's bidding. If a Hierophant is sent to the Material Plane, it constructs an identical lair.

Lair Actions

On initiative count 20 (losing initiative ties), the hierophant takes a lair action to cause one of the following effects; the hierophant can't use the same effect two rounds in a row:

- The hierophant innately casts *chill touch*.
- The hierophant innately casts *dispel magic*.
- The hierophant causes up to three corpses within the lair to rise as skeletons, zombies, or ghouls. These undead obey its telepathic commands, which can reach anywhere in the lair.

Regional Effects

The region containing a hierophant's lair is warped by the hierophant's foul magic, which creates one or more of the following effects:

- All normal plant life within 1 mile of the lair wither and die and water sources within 1 mile of the lair are supernaturally fouled. Creatures that drink such water regurgitate it within minutes.
- Beasts must make a DC 15 Wisdom saving throw at the end of each minute spent within 1 mile of the lair or become frightened until they are no longer within 1 mile of the lair. While frightened in this way, the beast must take the Dash action and move away from the lair by the safest available route on each of its turns, unless there is nowhere to move, in which case it needn't take the Dash action. The beast can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a beast's saving throw is successful or the effect ends for it, the creature is immune to this regional effect for the next 24 hours.
- Skeletons, zombies, ghouls, ghasts, and wights within 1 mile of the hierophant's lair serve as the hierophant's eyes and ears.

If the hierophant dies, these effects fade over the course of 1-10 days.

Hierophant of Annihilation

Huge Fiend (Demon), typically Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 250 (20d12 + 120)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	15 (+2)	22 (+6)	20 (+5)	20 (+5)	22 (+6)

Saving Throws Str +13, Con +12, Wis +11, Cha +12
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 15
Languages Abyssal, Common, telepathy 120 ft.
Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Death Gaze. When a creature that can see the hierophant's eyes starts its turn within 40 feet of the hierophant, the hierophant can force it to make a DC 20 Constitution saving throw if the hierophant isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 27 (5d10) psychic damage on a failed save.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the hierophant until the start of its next turn. If the creature looks at the hierophant in the meantime, it must immediately make the saving throw.

Unless the hierophant already has three bodaks under its control, a humanoid creature slain by the hierophant's Death Gaze rises as a bodak at the start of the hierophant's next turn and is under the hierophant's control.

Magic Weapons. The hierophant's weapon attacks are magical.

Magic Resistance. The hierophant has advantage on saving throws against spells and other magical effects.

Spell Penetration. When the hierophant casts a spell and is interrupted by an enemy's counterspell, treat the spell's level as 3 levels higher.

Sunlight Hypersensitivity. The hierophant takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The hierophant makes two melee attacks.

Fist. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage plus 11 (2d10) necrotic damage.

Vestigial Wing. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 17 (3d6 + 7) piercing damage.

Spellcasting. The hierophant casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 20, +12 to hit with spell attacks):
At will: *chill touch* (3d8)*, detect magic*
3/day: *animate dead, dispel magic*
1/day each: *circle of death*

Teleport. The hierophant magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Bonus Actions

Aura of Annihilation. The hierophant activates or deactivates this feature. While active, the aura deals 10 necrotic damage to any creature that ends its turn within 40 feet of the hierophant. Undead and fiends ignore this effect.

Legendary Actions

The hierophant gains 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hierophant regains spent legendary actions at the start of its turn.

Teleport. The hierophant uses its teleport action.
Wing. The hierophant attacks with its Vestigial Wing.
Stinger (Costs 2 Actions). *Melee Weapon Attack:* +13 to hit, reach 15 ft., one creature. *Hit:* 17 (3d6 + 7) piercing damage, and the target must succeed on a DC 20 Constitution saving throw or become poisoned. While poisoned, the target is also paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success..
Withering Gaze (Costs 2 Actions). One creature that the hierophant can see within 60 feet of it must make a DC 20 Constitution saving throw, taking 27 (5d10) necrotic damage on a failed save, or half as much damage on a successful one.

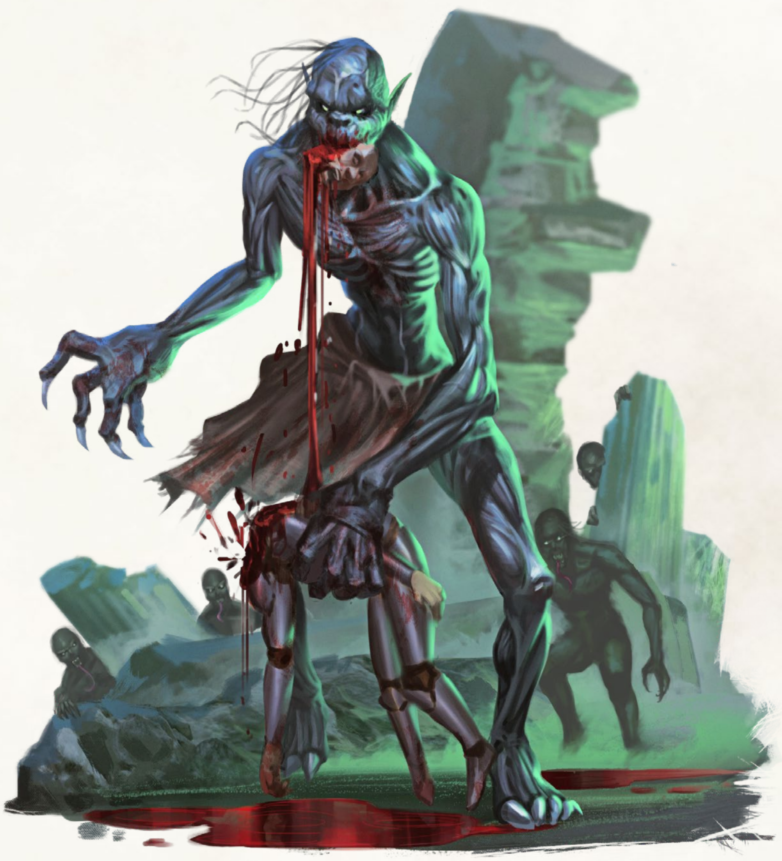
MAUREZHI LORD

When a maurezhi exhibits intellect and cunning beyond what is normal for its kind and is always successful in spreading the ghoul plague, it may gain the attention of its master, Doresain. The King of Ghouls rewards the maurezhi by bestowing upon it part of its essence, which transforms the demon into a maurezhi lord.

Giant Ghoul. The rapacious maurezhi lord resembles a normal maurezhi but is nearly twice as large, standing 10 feet tall. The ghoulish demon has an oversized mouth and disproportionately large hands and feet, each ending in iron talon-like claws.

Ghastly Shrieker. Aside from having all the abilities of its normal kind, the maurezhi lord can also summon and command ghouls and ghasts. In combat, it can unleash a horrific shriek that can chill the blood of its foes, paralyzing them.

Lord of the Ghouls. Maurezhi lords are rare and are mostly encountered in Thanathos, the 113th layer of the Abyss, leading packs of maurezhis, ghouls, and undead. A few can be found in the Material Plane, ruling over hordes of undead.



MAUREZHI LORD

Large Fiend (Demon), typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 150 (20d10 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	15 (+2)	12 (+1)	12 (+1)	16 (+3)

Skills Deception +7
Damage Resistances cold, fire, lightning, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Abyssal, Elvish, telepathy 120 ft.
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Assume Form. The maurezhi lord can assume the appearance of any Medium humanoid it has eaten, but will appear in Large size. It remains in this form for 1d6 days, during which time the form gradually decays until, when the effect ends, the form sloughs from the demon's body.

Magic Resistance. The maurezhi lord has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The maurezhi lord makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage. If the target is a humanoid, its Charisma score is reduced by 1d4. This reduction lasts until the target finishes a short or long rest. The target dies if this reduces its Charisma to 0. It rises 24 hours later as a ghoul, unless it has been revived or its corpse has been destroyed.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Raise Ghoul (Recharge 5–6). The maurezhi lord targets one dead ghoul or ghast it can see within 30 feet of it. The target is revived with all its hit points.

Summon Ghoul (1/Day). The maurezhi lord summons 2d4 ghouls, 1d4 ghasts, or 1d4 ghouls and 1d2 ghasts. A summoned ghoul appears in an unoccupied space within 60 feet of the maurezhi lord and acts as an ally of the maurezhi lord. It remains for an hour, until it or the maurezhi lord dies, or until its summoner dismisses it as an action.

BONUS ACTIONS

Command Ghoul. The maurezhi lord targets a ghoul or ghast it can see within 60 feet of it. If the target can hear the maurezhi lord, the target must use its reaction to move up to its speed or make one melee weapon attack.

LEGENDARY ACTIONS

The maurezhi lord gains 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The maurezhi lord regains spent legendary actions at the start of its turn.

Claw. The maurezhi lord makes one Claw attack.

Ghastly Shriek (Costs 2 Actions). The maurezhi lord emits a horrifying shriek. Each creature that is neither a fiend nor an undead within 60 feet of the maurezhi lord must make a DC 14 Wisdom saving throw or become frightened for 1 minute. If a creature fails its saving throw by 5 or more, it is also paralyzed while frightened in this way. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to maurezhi lord's Ghastly Shriek for the next 24 hours.

Mauling Pounce (Costs 3 Actions). The maurezhi lord moves up to its speed without provoking opportunity attacks, and it can make one Claw attack against each creature it moves past.

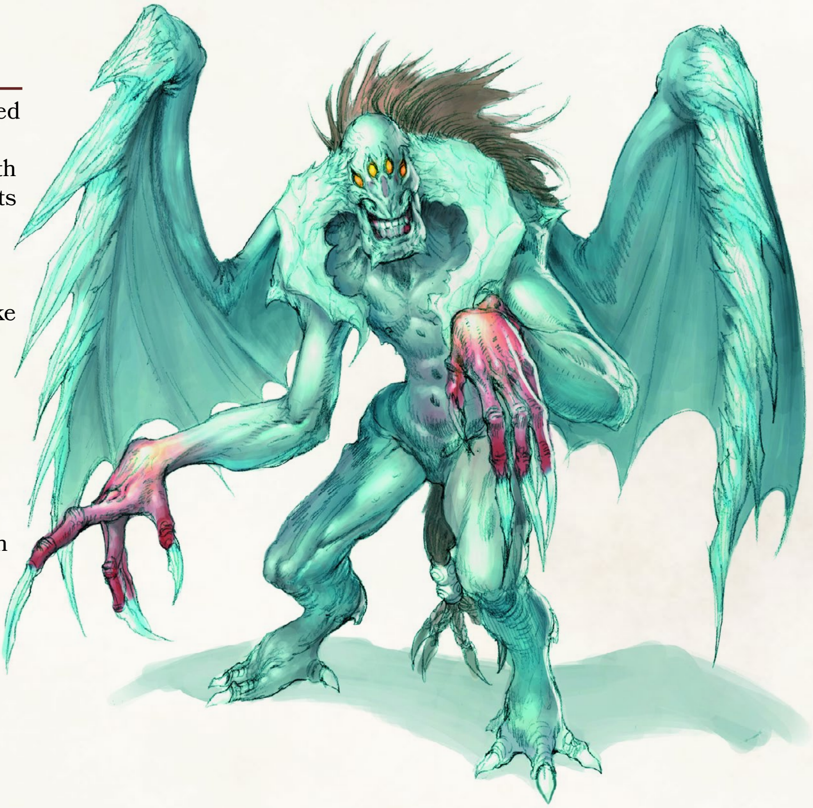
Mavawhan

A winged demon with a body seemingly carved from blood-stained ice, the mavawhan is native to the Iron Wastes, the frozen 23rd layer of the Abyss. The mavawhan has a lean, muscular body, with an icy blue sheet of skin that is etched with jagged black runes. Its bestial legs and long, mantis-like arms end in sharp claws, while its long tail ends in six icicle-shaped blades. Growing out of its back is a pair of partially transparent bat wings with its edges lined with razor-sharp icicles. The mavawhan's noseless, skull-like head features a mouth full of jagged teeth and four vertically-aligned serpentine-like eyes. On each side of its face are two downwards-facing ice horns that extend past its chin toward its chest.

Numb Tormentor. The mavawhan is a formidable fighter and spellcaster that can wreak havoc on large groups of foes with its array of cold-based abilities. It enjoys stalking and torturing its prey before turning it into ice with its deadly stinger venom, often leaving the head to freeze last so that its victim can experience the torturous process in its entirety.

Bitter Slaves. The mavawhans have long dwelt in the Iron Wastes in great numbers. Their numbers have dwindled since Kostchtchie, the Prince of Wrath, and his army of frost giants, conquered the Iron Wastes and made it his domain. The demon lord slaughtered most of the mavawhans and enslaved those that remained. Recently, however, Kostchtchie was defeated by the archdevil Zariel and was imprisoned in Avernus. Because of this, the mavawhans broke free of the demon lord's control and escaped from the remaining frost giants. Since then, the mavawhans have broken into tribes and taken control of the Iron Wastes' other regions the frost giants don't control.

Cold Mercenaries. When not fighting amongst themselves or against the frost giants, the mavawhans work as mercenary spies and scouts for other powerful demons, using their knowledge of the Iron Wastes to their advantage. Due to their frost magic, penchant for cruelty, and talents of torture, they have become popular to cultists and followers of Auril, Loviatar, Thrym, and Olhydra, who often summon them to the Material Plane to do their bidding.



Mavawhan

Large Fiend (Demon), typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	10 (+0)	14 (+2)	16 (+3)

Saving Throws Dex +5, Wis +5, Cha +6
Damage Resistances fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Abyssal, telepathy 120 ft.
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Aura of Debilitating Cold. Any creature that starts its turn within 5 feet of the mavawhan takes 3 (1d6) cold damage and has disadvantage to saving throws against cold damage until the start of its next turn.

Ice Walk. The mavawhan can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra moment.

Magic Resistance. The mavawhan has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The mavawhan makes three attacks: two with its Claw and one with its Gore attack or Stinger.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 3 (1d6) cold damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 3 (1d6) cold damage.

Stinger. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or take 7 (2d6) cold damage and have its Dexterity reduced by 1d6. This reduction lasts until the target finishes a short or long rest. If a target's Dexterity is reduced to 0, the creature becomes petrified and its whole body transforms into frozen ice until freed by the *greater restoration* spell or other magic. On a successful save, the target takes half as much damage and doesn't have its Dexterity reduced.

Spellcasting. The mavawhan casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *fog cloud, frostbite* (3d6)
2/day: *ice storm*
1/day each: *cone of cold, wall of ice*

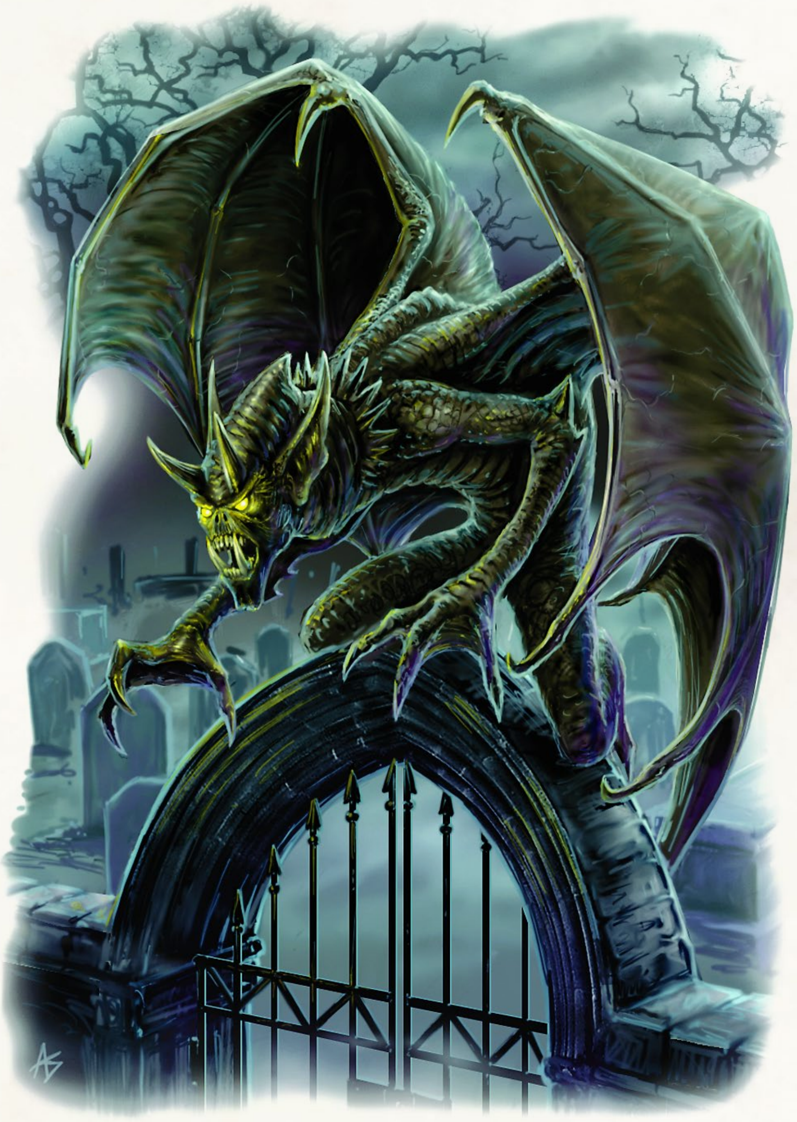
Teleport. The mavawhan magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Fan of Ice Blades (Recharge 5–6). The mavawhan whirls its wings around, unleashing icy spikes that strike targets around it. Each creature within 30 feet of it must succeed on a DC 14 Dexterity saving throw. On a failed save, a creature takes 10 (3d6) piercing damage and 10 (3d6) cold damage and can't use reactions until the end of its next turn. On a successful saving throw, a creature takes half as much damage.

NABASSU WHELP

When a malevolent soul is reborn as a nabassu, it starts out its depraved and harsh life in the Abyss as a nabassu whelp. Fledgling in size, the nabassu whelps are naturally weaker than their larger, adult-sized brethren and are often bullied by them. Still, nabassu whelps vastly outnumber the adults and can gang up on them if hard-pressed. Once a nabassu whelp has consumed enough souls, it grows into a standard nabassu.

Pack Hunters. Nabassu whelps are often destroyed on sight by other demons, and thus, only a few survive to grow into their adult forms. Because of this, nabassu whelps always gather in packs and hunt prey together, often led by an adult nabassu that serves as the group's alpha.



NABASSU WHELP

Small Fiend (Demon), typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 55 (10d6 + 20)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	12 (+1)	13 (+1)	15 (+2)

Saving Throws Str +6, Dex +5
Skills Perception +4
Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 14
Languages Abyssal, telepathy 120 ft.
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Demonic Shadows. The nabassu whelp darkens the area around its body in a 10-foot radius. Nonmagical light can't illuminate this area of dim light.

Devour Soul. A nabassu whelp can eat the soul of a creature it has killed within the last hour, provided that creature is neither a construct nor an undead. The devouring requires the nabassu whelp to be within 5 feet of the corpse for at least 10 minutes, after which it gains a number of Hit Dice (d6s) equal to half the creature's number of Hit Dice, up to a maximum total of 14 Hit Dice. Roll those dice, and increase the nabassu whelp's hit points by the numbers rolled. For every 4 Hit Dice the nabassu whelp gains in this way, its attacks deal an extra 3 (1d6) damage on a hit. The nabassu whelp retains these benefits for 6 days. A creature devoured by a nabassu whelp can be restored to life only by a *wish* spell.

Magic Resistance. The nabassu whelp has advantage on saving throws against spells and other magical effects.

Magic Weapons. The nabassu whelp's weapon attacks are magical.

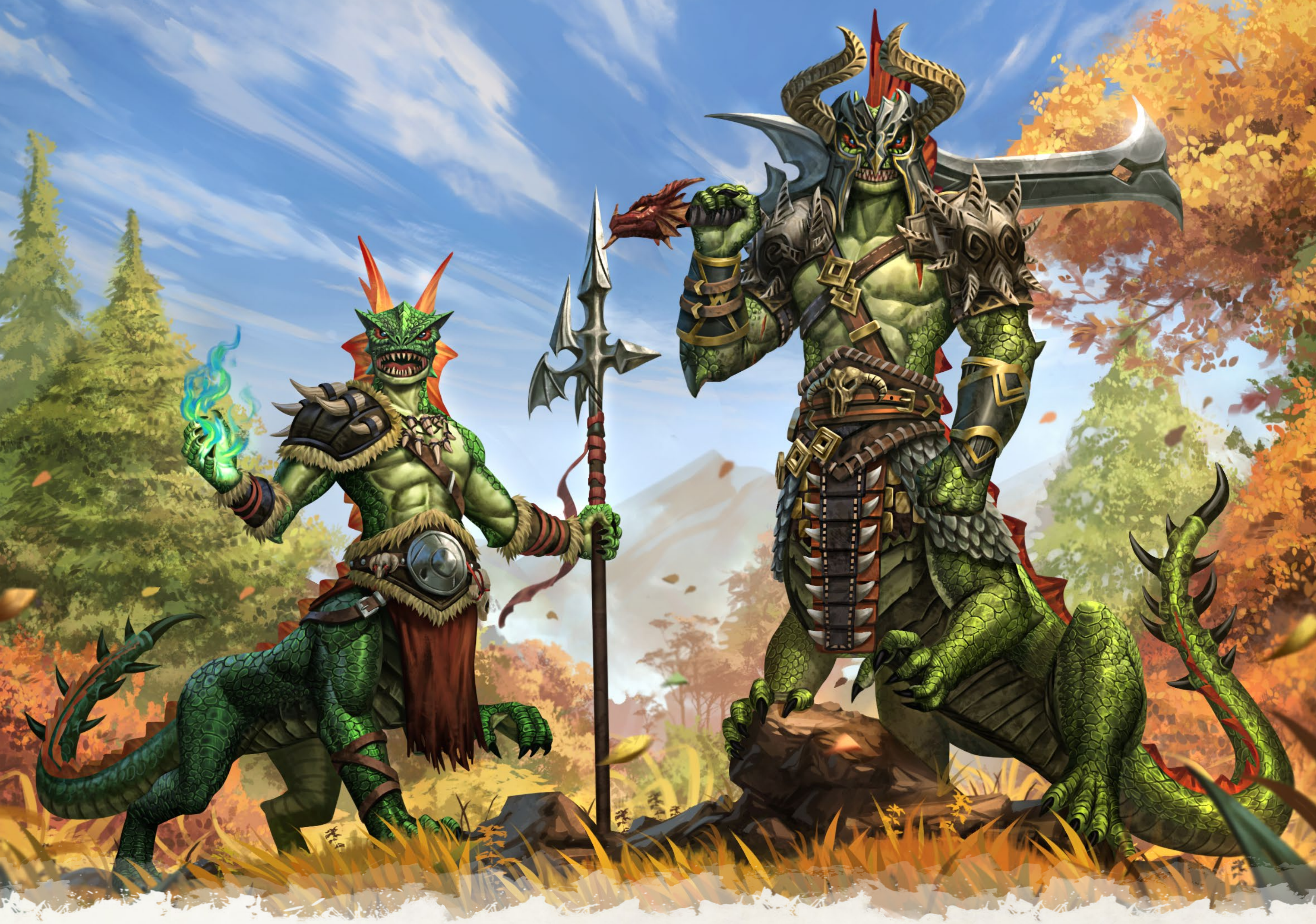
ACTIONS

Multiattack. The nabassu whelp uses its Soul-Stealing Gaze and makes two attacks: one with its Claws and one with its Bite.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (2d12 + 3) piercing damage.

Soul-Stealing Gaze. The nabassu whelp targets one creature it can see within 30 feet of it. If the target can see the nabassu whelp and isn't a construct or an undead, it must succeed on a DC 13 Charisma saving throw or reduce its hit point maximum by 6 (1d12) and give the nabassu whelp an equal number of temporary hit points. This reduction lasts until the target finishes a short or long rest. The target dies if its hit point maximum is reduced to 0, and if the target is a humanoid, it immediately rises as a ghoul under the nabassu whelp's control.



DRACOTAURS

DRACOTAURS

The dracotaur is a large, 7-foot tall creature with the upper torso, arms, and head of a reptilian humanoid, and the lower body of a wingless dragon with a long spiked tail. Tough scales cover its body, with the scales' color ranging from green, brown, and red. A crimson or purple dorsal crest runs from the top of its head down to its spine. The dracotaur's powerful tail is prehensile and is used by the creature in combat like a spiked flail.

Exceptional Warriors. Dracotaurs are incapable of showing compassion and expect none in return from their opponents. They fear and respect power above anything else and consider a warrior's worth based on its raw brute strength and magical ability. They are master strategists and use their numbers, ranged abilities, and magic to overwhelm their enemies. Before they charge into battle with their pikes, they break enemy ranks by spitting globs of saliva that ignite when exposed to air and explode upon impact, spraying fire to other creatures within the immediate vicinity of its target.

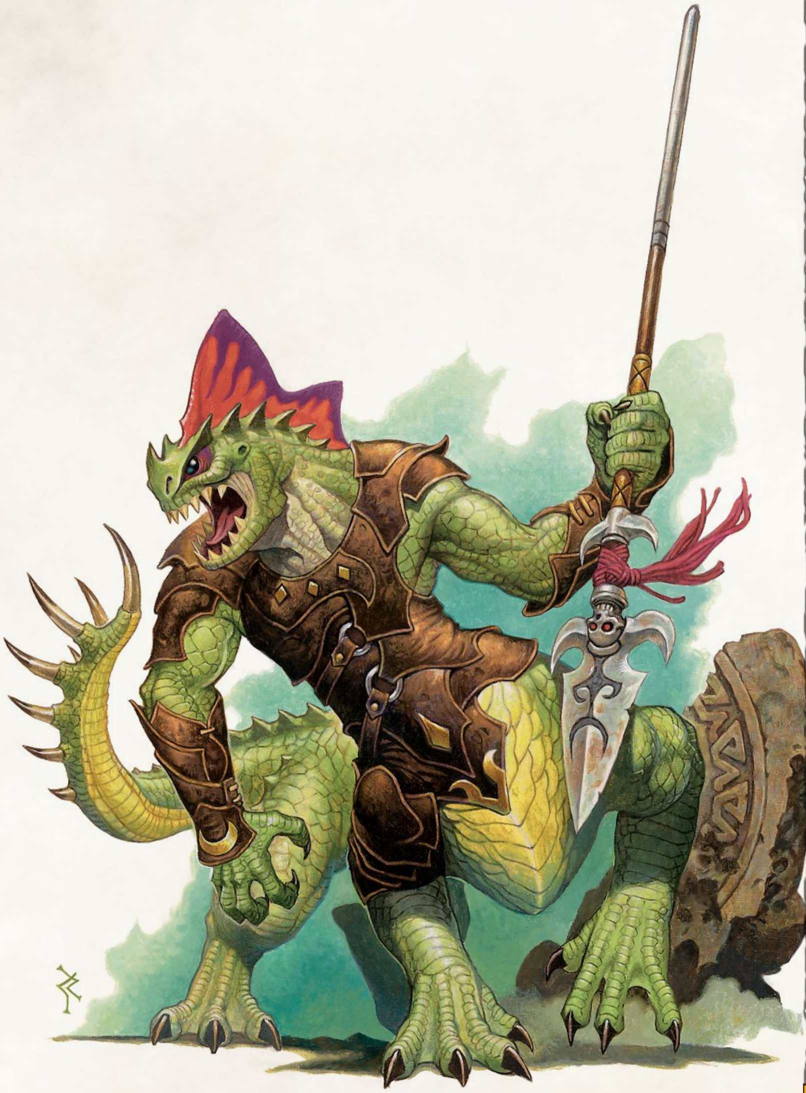
Dragon Soldiers. Dracotaurs are often encountered in the company of dragons and other reptilians. They bully and enslave bullywugs, firenewts, gatorfolk, kobolds, and lizardfolk, and they serve powerful dragonborns, nagas, and yuan-ti as mercenaries. Dracotaurs consider chromatic dragons to be demigods and are often willing to offer their lives in servitude to them. They make forays into civilized settlements to capture slaves and plunder treasure that will be offered to their dragon master.

Tribes of Tiamat. Dracotaurs lead a nomadic lifestyle and rarely stay in one place for too long. Most tribes number less than 30, comprised chiefly of warriors and archers, led by a chieftain who keeps a retinue of priests, shamans, and war casters. Some dracotaur tribes also occupy ancient ruins, using the site as a worship place to chromatic dragons and to Tiamat, who they see as the one true god. While they dislike being in the presence of creatures that aren't dragons or reptilians, they have been known to tolerate working with nonreptilian members of the Cult of the Dragon and the Church of Tiamat.

Ruthless Predators. Dracotaurs consider bariaurs and centaurs as sport, and the thought of devouring the flesh of such creatures is enough to drive dracotaurs into a frenzy. They hate and hunt metallic dragons and other creatures that seek to oppose the dominance of chromatic dragons. Dracotaurs can live anywhere but they prefer mountainous regions with warm or tropical climates.

DRACOTAUR CHAMPION OF TIAMAT

If a dracotaur tribe has been particularly successful in defeating enemies of Tiamat, the Dragon Queen would sometimes gift them with a champion, a dracotaur born with great strength and blessed with supernatural dragon-like abilities. The Champion of Tiamat serves as the tribe's war leader and the chieftain's general, until at which point the Champion sees itself more deserving of being the chieftain.



DRACOTAUR

Large Dragon, typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 59 (7d10 + 21)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	13 (+1)	11 (+0)	13 (+1)

Saving Throws Con +5, Wis +2
Skills Perception +2
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 12
Languages Common, Draconic
Challenge 3 (700 XP) **Proficiency Bonus** +2

Charge. If the dracotaur moves at least 30 feet straight toward a target and then hits it with its Pike on the same turn, the target takes an extra 5 (1d10) piercing damage.

ACTIONS

Multiattack. The dracotaur makes three melee attacks: one with its Pike or Javelin, one with its Bite, and one with its Tail.

Pike. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 2 (1d4) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Spit Fire (Recharge 6). The dracotaur spits fire at a point within 30 feet of it. Each creature in a 10-foot-radius sphere centered on that point must make a DC 13 Dexterity saving throw, taking 13 (3d8) fire damage on a failed save, or half as much damage on a successful one.

DRACOTAUR ARCHER

Large Dragon, typically Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	13 (+1)	12 (+1)	13 (+1)

Saving Throws Con +5, Wis +3
Skills Perception +3
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 13
Languages Common, Draconic
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Charge. If the dracotaur moves at least 30 feet straight toward a target and then hits it with its Pike on the same turn, the target takes an extra 5 (1d10) piercing damage.

ACTIONS

Multiattack. The dracotaur makes three melee attacks: one with its Pike, one with its Bite, and one with its Tail; or it can make two Longbow attacks.

Pike. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 2 (1d4) piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) poison damage.

Spit Fire (Recharge 6). The dracotaur spits fire at a point within 30 feet of it. Each creature in a 10-foot-radius sphere centered on that point must make a DC 13 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save, or half as much damage on a successful one.

Dracotaur Berserker

Large Dragon, typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 76 (8d10 + 32)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	13 (+1)	11 (+0)	13 (+1)

Saving Throws Con +5, Wis +2
Skills Perception +2
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 12
Languages Common, Draconic
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Charge. If the dracotaur moves at least 30 feet straight toward a target and then hits it with its Greataxe on the same turn, the target takes an extra 5 (1d10) piercing damage.

Reckless. At the start of its turn, the dracotaur can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The dracotaur makes three melee attacks: one with its Greataxe or Javelin, one with its Bite, and one with its Tail.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 2 (1d4) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Spit Fire (Recharge 6). The dracotaur spits fire at a point within 30 feet of it. Each creature in a 10-foot-radius sphere centered on that point must make a DC 13 Dexterity saving throw, taking 13 (3d8) fire damage on a failed save, or half as much damage on a successful one.

Reactions

Retaliation. When the dracotaur takes damage from a creature within 5 feet of it, the dracotaur can make one melee weapon attack against the creature.

Dracotaur Champion of Tiamat

Large Dragon, typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	13 (+1)	12 (+1)	16 (+3)

Saving Throws Str +9, Dex +6, Con +8, Wis +5
Skills Perception +5
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 15
Languages Common, Draconic
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Charge. If the dracotaur moves at least 30 feet straight toward a target and then hits it with its Greatsword on the same turn, the target takes an extra 6 (1d12) slashing damage.

Actions

Multiattack. The dracotaur makes three melee attacks: one with its Greatsword, one with its Bite, and one with its Tail.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage, or 16 (2d6 + 9) slashing damage while raging.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage, or 13 (1d8 + 9) while raging.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage, or 12 (1d6 + 9) bludgeoning damage while raging, plus 2 (1d4) piercing damage.

Spit Fire (Recharge 6). The dracotaur spits fire at a point within 30 feet of it. Each creature in a 10-foot-radius sphere centered on that point must make a DC 16 Dexterity saving throw, taking 27 (6d8) fire damage on a failed save, or half as much damage on a successful one.

Tiamat's Breath (1/Day). The dracotaur chooses an energy type from acid, cold, fire, lightning, or poison. The dracotaur exhales energy of the chosen type in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 36 (8d8) damage of the chosen damage type on a failed save, or half as much damage on a successful one.

Bonus Actions

Rage (Recharges after a Short or Long Rest). The dracotaur enters a rage. The rage lasts for 1 minute or until the dracotaur is incapacitated. While raging, the dracotaur gains the following benefits:

- The dracotaur has advantage on Strength checks and Strength saving throws.
- When it makes a melee weapon attack, the dracotaur gains a +4 bonus to the damage roll (included in the attack).
- The dracotaur has resistance to bludgeoning, piercing, and slashing damage.

Legendary Actions

The dracotaur can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dracotaur regains spent legendary actions at the start of its turn.

Move. The dracotaur moves up to half its speed.

Frightful Glare. The dracotaur turns its gaze toward one creature it can see within 30 feet of it. The target must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to dracotaur's Frightful Glare for the next 24 hours.

Attack (Costs 2 Actions). The dracotaur makes a melee or ranged attack.

Tail Sweep (Costs 3 Actions). The dracotaur swings its tail, and every creature within 10 feet of it must make a DC 17 Dexterity saving throw. On a failed saving throw, a creature takes 8 (1d6 + 5) bludgeoning damage, or 12 (1d6 + 9) bludgeoning damage while raging, plus 2 (1d4) piercing damage. On a successful save, the creature takes half as much damage.

Dracotaur Chieftain

Large Dragon, typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	13 (+1)	14 (+2)	15 (+2)

Saving Throws Str +9, Con +8, Wis +6
Skills Perception +6
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 16
Languages Common, Draconic
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Charge. If the dracotaur moves at least 30 feet straight toward a target and then hits it with its Greataxe on the same turn, the target takes an extra 6 (1d12) slashing damage.

Marshal Allies. Unless the dracotaur is incapacitated, it and creatures of its choice within 30 feet of it have advantage on saving throws against being frightened.

Actions

Multiattack. The dracotaur makes three melee attacks: one with its Greataxe or Javelin, one with its Bite, and one with its Tail.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage plus 2 (1d4) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Spit Fire (Recharge 6). The dracotaur spits fire at a point within 30 feet of it. Each creature in a 10-foot-radius sphere centered on that point must make a DC 16 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

War Cry (1/Day). Each creature of the dracotaur's choice that is within 30 feet of it, can hear it, and not already affected by War Cry gain advantage on attack rolls until the start of the dracotaur's next turn. All other creatures within 30 feet of it, can hear it, and not already affected by War Cry must make a DC 16 Wisdom saving throw or become frightened until the end of the dracotaur's next turn. The dracotaur can then make one attack as a bonus action.

Reactions

Directed Strike (3/Day). When a creature the dracotaur can see within 30 feet of it makes an attack roll, and the creature can hear the dracotaur, the dracotaur grants advantage to that roll.

Legendary Actions

The dracotaur can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dracotaur regains spent legendary actions at the start of its turn.

Move. The dracotaur moves up to half its speed.

Attack. The dracotaur makes a melee or ranged attack.

Tactical Command. The dracotaur targets one ally it can see within 30 feet of it. If the target can see or hear the dracotaur, the target can use its reaction to make one melee attack, move up to its speed, or move up to half its speed without provoking opportunity attacks.

Dracotaur Priest of Tiamat

Large Dragon, typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	12 (+1)	16 (+3)	14 (+2)

Saving Throws Wis +6, Cha +5
Skills Perception +6
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 16
Languages Common, Draconic
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Charge. If the dracotaur moves at least 30 feet straight toward a target and then hits it with its Pike on the same turn, the target takes an extra 5 (1d10) piercing damage.

Actions

Multiattack. The dracotaur makes three melee attacks: one with its Pike, one with its Bite, and one with its Tail.

Pike. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 2 (1d4) piercing damage.

Spellcasting. The dracotaur casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *poison spray* (2d12), *sacred flame* (2d8), *thaumaturgy*
1/day each: *absorb elements, dispel magic, dragon's breath, fear, glyph of warding, gust of wind, lightning bolt*

Spit Fire (Recharge 6). The dracotaur spits fire at a point within 30 feet of it. Each creature in a 10-foot-radius sphere centered on that point must make a DC 14 Dexterity saving throw, taking 23 (5d8) fire damage on a failed save, or half as much damage on a successful one.

Reactions

Boon of Tiamat (3/Day). The dracotaur grants a + 5 bonus to an attack roll made by an allied creature it can see within 30 feet of it. The dracotaur can make this choice after the roll is made but before it hits or misses. If the attack hits, it deals an extra 10 (3d6) energy damage of the type chosen by the dracotaur (acid, cold, fire, lightning, or poison).

DRACOTAUR SHAMAN

Large Dragon, typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 82 (11d10 + 22)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	12 (+1)	16 (+3)	14 (+2)

Saving Throws Wis +6, Cha +5
Skills Perception +6
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 16
Languages Common, Draconic
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Charge. If the dracotaur moves at least 30 feet straight toward a target and then hits it with its Pike on the same turn, the target takes an extra 5 (1d10) piercing damage.

ACTIONS

Multiattack. The dracotaur makes three melee attacks: one with its Pike, one with its Bite, and one with its Tail.

Pike. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

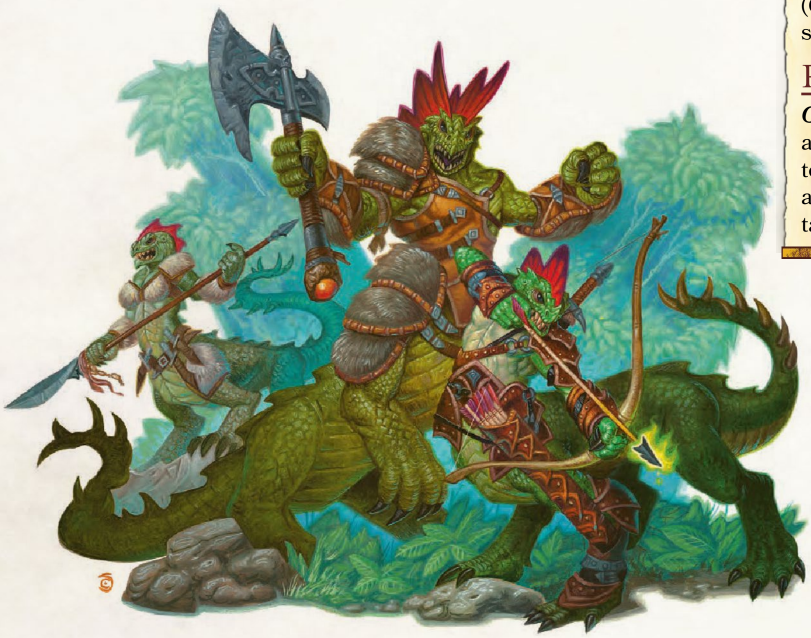
Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 2 (1d4) piercing damage.

Spellcasting. The dracotaur casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *control flames, druidcraft, poison spray* (2d12)
1/day each: *call lightning, erupting earth, ice knife, healing spirit, heat metal, thunderwave*

Spit Fire (Recharge 6). The dracotaur spits fire at a point within 30 feet of it. Each creature in a 10-foot-radius sphere centered on that point must make a DC 13 Dexterity saving throw, taking 22 (5d8) fire damage on a failed save, or half as much damage on a successful one.



DRACOTAUR WAR MAGE

Large Dragon, typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	16 (+3)	11 (+0)	13 (+1)

Saving Throws Con +6, Wis +3
Skills Perception +3
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 13
Languages Common, Draconic
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Charge. If the dracotaur moves at least 30 feet straight toward a target and then hits it with its Pike on the same turn, the target takes an extra 5 (1d10) piercing damage.

Battle Concentration. The dracotaur has advantage on Constitution saving throws that it makes to maintain concentration on a spell when it takes damage.

ACTIONS

Multiattack. The dracotaur makes three melee attacks: one with its Pike, one with its Bite, and one with its Tail. Alternatively, it can make one Pike attack and cast one spell that takes 1 action to cast.

Pike. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 2 (1d4) piercing damage.

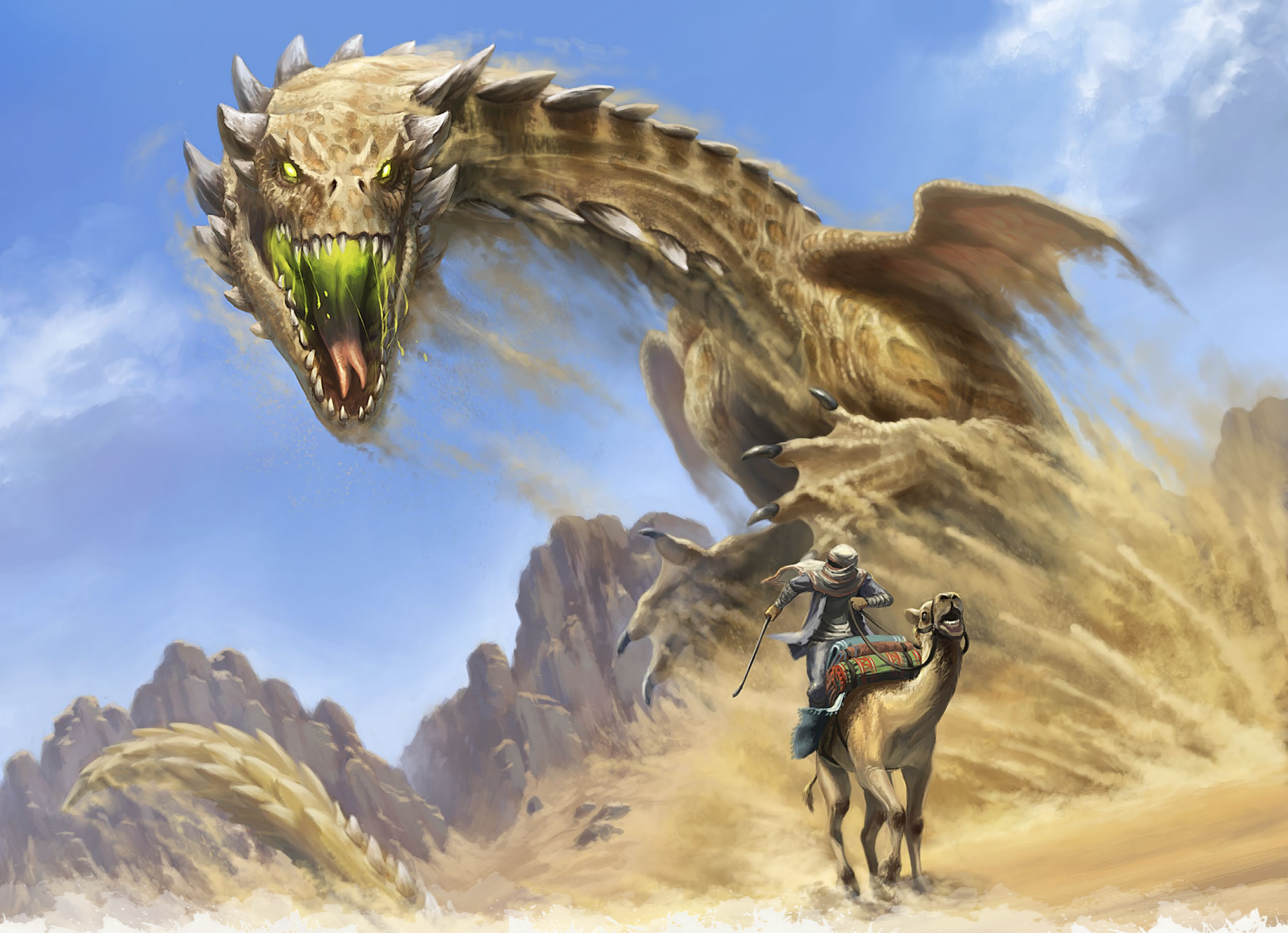
Spellcasting. The dracotaur casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 14, + 6 to hit with spell attacks):

At will: *fire bolt* (2d10), *mage hand, prestidigitation, true strike*
1/day each: *chromatic orb, fireball, lightning bolt, misty step, scorching ray, shield, vampiric touch*

Spit Fire (Recharge 6). The dracotaur spits fire at a point within 30 feet of it. Each creature in a 10-foot-radius sphere centered on that point must make a DC 14 Dexterity saving throw, taking 27 (6d8) fire damage on a failed save, or half as much damage on a successful one.

REACTIONS

Opportunity Spell. When a hostile creature's movement provokes an opportunity attack from the dracotaur, it can use its reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.



DRAGONS

BROWN DRAGON

Often referred to by desert nomads as the great desert dragon or sand dragon, the brown dragon is a cunning creature, but it is also haughty, irritable, paranoid, and slothful. It provides for itself in whatever way requires the least inconvenience and steers clear of unnecessary trouble. It makes its home in underground caverns and the ruins of ancient cities buried beneath the wastelands.

Desert Predator. The brown dragon is a flightless creature that swims under vast desert sands like a bloodthirsty shark at sea. Its scales are leathery and softer than the typical dragon's metallic-like ones and have the color that matches its natural hunting grounds, ranging from dark brown at birth to dull light brown in their old age. The brown dragon has four short, muscular limbs that end with webbed claws suitable for digging through the sand and a pair of leathery wing vestiges at the back of its shoulders. A few lucky survivors who survived a brown dragon's attack recall seeing twin dorsal-like fins, which were the dragon's wings, cutting through the sand during its approach.

Ambush Hunter. The brown dragon consumes minerals but prefers meat. It particularly relishes the taste of livestock, especially camels and horses. It will go to great lengths to attack caravans and herders but is careful enough to do so only in isolated areas and to not leave any survivors to avoid attracting unwanted attention, such as a party of adventurers. The brown dragon hunts by burying itself in the sand, waiting patiently until it senses vibrations caused by a prey's movement, after which it explodes from its hiding place, showering sand everywhere as it leaps toward its target. The brown dragon's breath is a line of highly corrosive sand that can also blind those that are hit by it.

Prey, Foes, and Allies. The brown dragon is fiercely territorial and will slay and consume other burrowing predatory creatures such as ankhegs, bulettes, kruthiks, and umber hulks. It tolerates the presence of oozes and ooze elementals, as well as desert-dwelling vermin like giant antlions and scorpions, only because the brown dragon doesn't see them as competition or threat to its well-being and treasure hoard. The brown dragon dislikes other dragons, though, and especially hates and fears blue dragons, which often shares its territory with them. If an older blue dragon threatens it, the brown dragon will establish a new lair, move its treasure, and abandon its old home.

Aloof and Self-Serving. The brown dragon sees anything weaker than itself as nothing more than prey. It does not care much for speaking with other intelligent creatures, especially adventurers, as it finds it odd and beneath itself to talk to its food. If it does participate in a conversation, the brown dragon will feign boredom and disinterest and even toy with whoever it is talking to, subtly steering topics to potential prey, treasure, and threats.

A Brown Dragon's Lair

Brown dragons keep their lairs underneath desolate deserts and coastal beaches, using their lightning-quick burrowing claws and acidic breath to form a vast, maze-like network of caverns.

Stagnant pools of acid and noxious gases plague the brown dragon's lair, discouraging all but the hardiest of trespassers. Oozes, ooze paraelementals, as well as swarms of scarabs, scorpions, and similar vermin, infest its numerous tunnels.

Like blue dragons, the brown dragons will cause cave-ins if their lairs are invaded by dangerous foes, only to return when confident their enemies are all dead from suffocation and injury from being trapped underneath tons of sand.

The challenge rating of a legendary brown dragon increases by 1 when it's encountered in its lair.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- Part of the ceiling collapses above one creature that the dragon can see within 120 feet of it. The creature must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone and buried. The buried target is restrained and unable to breathe or stand up. A creature can take an action to make a DC 10 Strength check, ending the buried state on a success.
- A cloud of sand swirls about in a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. The cloud spreads around corners. Each creature in the cloud must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- Noxious chlorine gases form a cloud in a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 15 Constitution saving throw or be poisoned until the end of its turn.

Regional Effects

The region containing a legendary brown dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Sandstorms rage within 6 miles of the lair.
- Ooze paraelementals scour the land within 6 miles of the lair.
- Hidden sinkholes form in and around the dragon's lair. A sinkhole can be spotted from a safe distance with a successful DC 20 Wisdom (Perception) check. Otherwise, the first creature to step on the thin crust covering the sinkhole must succeed on a DC 15 Dexterity saving throw or fall 1d6 × 10 feet into the sinkhole.

If the dragon dies, the ooze paraelementals disappear immediately, and the sandstorms abate within 1d10 days. Any sinkholes remain where they are.

Brown Dragon Wyrmling

Medium Dragon, typically Neutral Evil

Armor Class 16 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft., burrow 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Dex +3, Con +4, Wis +2, Cha +3
Skills Perception +4, Stealth +3
Damage Immunities acid
Senses blindsight 10 ft., darkvision 60 ft., tremorsense 60 ft., passive Perception 14
Languages Draconic
Challenge 2 (450 XP) **Proficiency Bonus** +2

Hold Breath. The dragon can hold its breath for 15 minutes or until it uses its Acid Breath.

Sand Camouflage. The dragon has advantage on Dexterity (Stealth) checks made to hide in sandy terrain.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 3 (1d6) acid damage.

Acid Breath (Recharge 5–6). The dragon exhales corrosive sand in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw. On a failed save, a creature takes 18 (4d8) acid damage and is blinded until the end of its next turn. On a successful save, a creature takes half as much damage and isn't blinded.

Juvenile Brown Dragon

Large Dragon, typically Neutral Evil

Armor Class 16 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 40 ft., burrow 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	17 (+3)	11 (+0)	11 (+0)	14 (+2)

Saving Throws Dex +4, Con +6, Wis +3, Cha +5
Skills Perception +6, Stealth +4
Damage Immunities acid
Senses blindsight 10 ft., darkvision 60 ft., tremorsense 60 ft., passive Perception 16
Languages Draconic
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Hold Breath. The dragon can hold its breath for 15 minutes or until it uses its Acid Breath.

Sand Camouflage. The dragon has advantage on Dexterity (Stealth) checks made to hide in sandy terrain.

Actions

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 4 (1d8) acid damage.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Acid Breath (Recharge 5–6). The dragon exhales corrosive sand in a 30-foot line that is 5 feet wide. Each creature in that area must make a DC 14 Dexterity saving throw. On a failed save, a creature takes 27 (6d8) acid damage and is blinded until the end of its next turn. On a successful save, a creature takes half as much damage and isn't blinded.

YOUNG BROWN DRAGON

Large Dragon, typically Neutral Evil

Armor Class 17 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 40 ft., burrow 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	19 (+4)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +4, Con +7, Wis +3, Cha +5
Skills Perception +6, Stealth +4
Damage Immunities acid
Senses blindsight 30 ft., darkvision 120 ft., tremorsense 120 ft., passive Perception 16
Languages Common, Draconic
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Hold Breath. The dragon can hold its breath for 15 minutes or until it uses its Acid Breath.

Sand Camouflage. The dragon has advantage on Dexterity (Stealth) checks made to hide in sandy terrain.

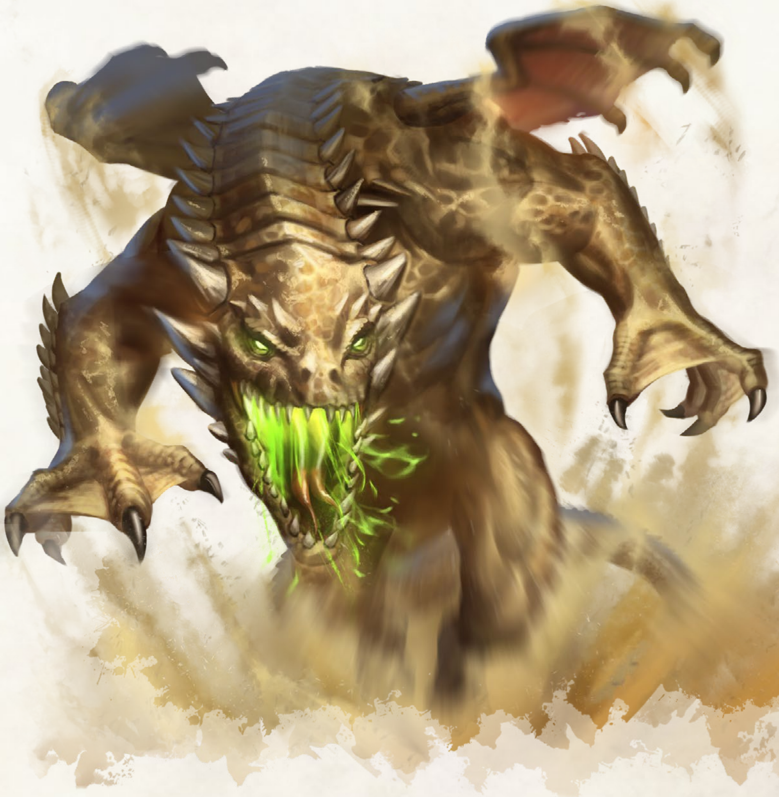
ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 5 (1d10) acid damage.

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Acid Breath (Recharge 5–6). The dragon exhales corrosive sand in a 30-foot line that is 5 feet wide. Each creature in that area must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 45 (10d8) acid damage and is blinded until the end of its next turn. On a successful save, a creature takes half as much damage and isn't blinded.



YOUNG ADULT BROWN DRAGON

Huge Dragon, typically Neutral Evil

Armor Class 17 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 40 ft., burrow 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	21 (+5)	13 (+1)	12 (+1)	16 (+3)

Saving Throws Dex +5, Con +9, Wis +5, Cha +7
Skills Perception +9, Stealth +5
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., tremorsense 120 ft., passive Perception 19
Languages Common, Draconic
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Hold Breath. The dragon can hold its breath for 30 minutes or until it uses its Acid Breath.

Sand Camouflage. The dragon has advantage on Dexterity (Stealth) checks made to hide in sandy terrain.

ACTIONS

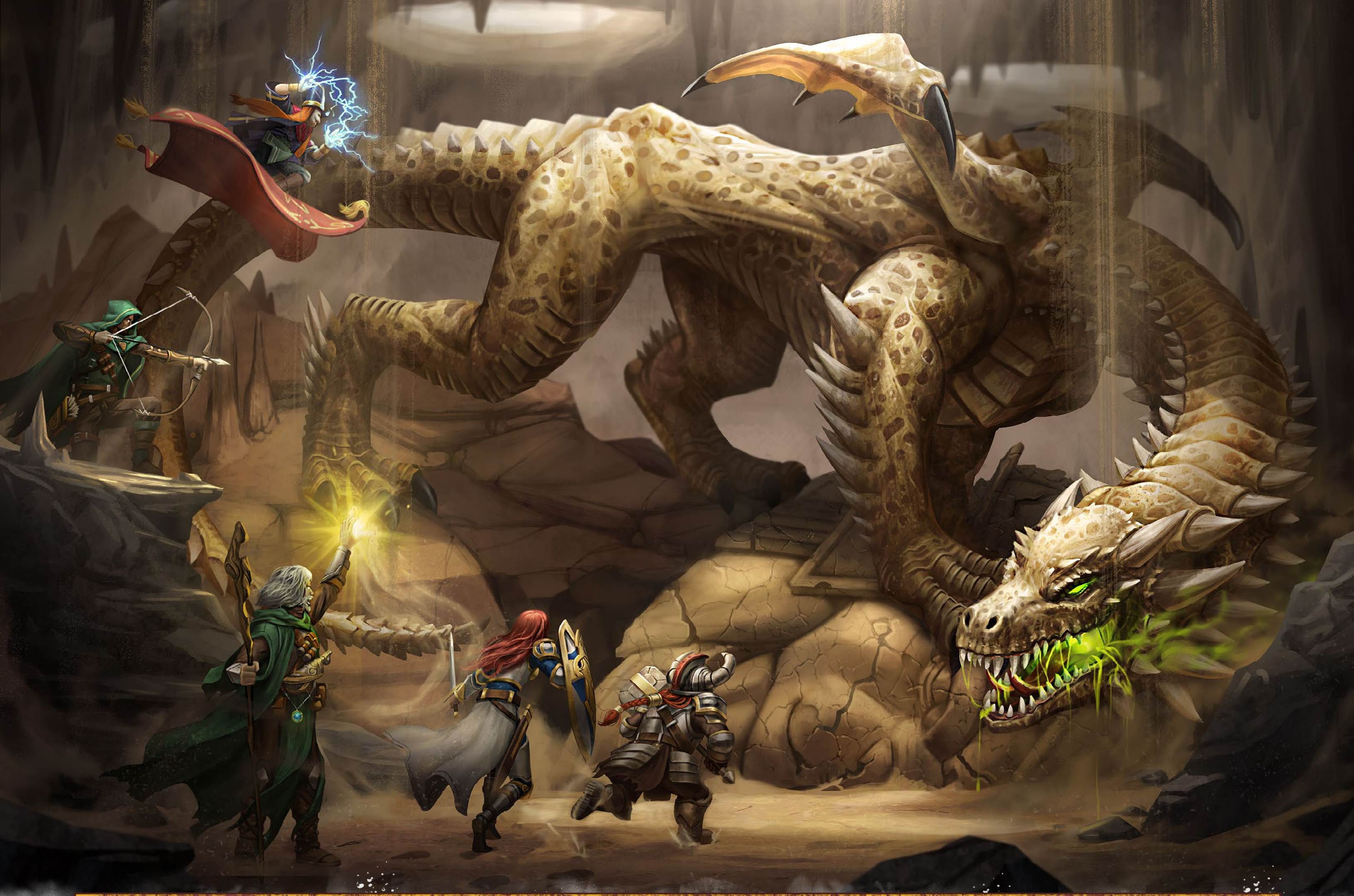
Multiattack. The dragon can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 5 (1d10) acid damage.

Claw. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5–6). The dragon exhales corrosive sand in a 60-foot line that is 5 feet wide. Each creature in that area must make a DC 17 Dexterity saving throw. On a failed save, a creature takes 49 (11d8) acid damage and is blinded until the end of its next turn. On a successful save, a creature takes half as much damage and isn't blinded.



Adult Brown Dragon

Huge Dragon, typically Neutral Evil

Armor Class 18 (natural armor)
Hit Points 212 (17d12 + 102)
Speed 40 ft., burrow 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	22 (+6)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +6, Con +11, Wis +6, Cha +8
Skills Perception +11, Stealth +6
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., tremorsense 120 ft., passive Perception 21
Languages Common, Draconic
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Hold Breath. The dragon can hold its breath for 30 minutes or until it uses its Acid Breath.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Sand Camouflage. The dragon has advantage on Dexterity (Stealth) checks made to hide in sandy terrain.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 5 (1d10) acid damage.

Claw. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5–6). The dragon exhales corrosive sand in a 60-foot line that is 5 feet wide. Each creature in that area must make a DC 19 Dexterity saving throw. On a failed save, a creature takes 54 (12d8) acid damage and is blinded until the end of its next turn. On a successful save, a creature takes half as much damage and isn't blinded.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a Tail attack.

Sand Tornado (Costs 2 Actions). The dragon burrows into the ground in a violent circling motion, whipping its tail and spraying sand around it. Each creature within 10 feet of the dragon must succeed on a DC 19 Constitution saving throw or take 15 (2d8 + 6) bludgeoning damage and be blinded until the end of its next turn. The dragon can then move up to its burrow speed.

Old Brown Dragon

Gargantuan Dragon, typically Neutral Evil

Armor Class 19 (natural armor)
Hit Points 297 (17d20 + 119)
Speed 40 ft., burrow 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	24 (+7)	15 (+2)	14 (+2)	18 (+4)

Saving Throws Dex +7, Con +13, Wis +8, Cha +10
Skills Perception +14, Stealth +7
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., tremorsense 120 ft., passive Perception 24
Languages Common, Draconic
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Hold Breath. The dragon can hold its breath for 1 hour or until it uses its Acid Breath.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Sand Camouflage. The dragon has advantage on Dexterity (Stealth) checks made to hide in sandy terrain.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +13 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 11 (2d10) acid damage.

Claw. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack*: +13 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5–6). The dragon exhales corrosive sand in a 90-foot line that is 10 feet wide. Each creature in that area must make a DC 21 Dexterity saving throw. On a failed save, a creature takes 58 (13d8) acid damage and is blinded until the end of its next turn. On a successful save, a creature takes half as much damage and isn't blinded.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a Tail attack.

Sand Tornado (Costs 2 Actions). The dragon burrows into the ground in a violent circling motion, whipping its tail and spraying sand around it. Each creature within 15 feet of the dragon must succeed on a DC 21 Constitution saving throw or take 16 (2d8 + 7) bludgeoning damage and be blinded until the end of its next turn. The dragon can then move up to its burrow speed.

Ancient Brown Dragon

Gargantuan Dragon, typically Neutral Evil

Armor Class 21 (natural armor)
Hit Points 388 (21d20 + 168)
Speed 40 ft., burrow 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	26 (+8)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +8, Con +15, Wis +9, Cha +11
Skills Perception +16, Stealth +8
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., tremorsense 120 ft., passive Perception 26
Languages Common, Draconic
Challenge 21 (33,000 XP) **Proficiency Bonus** +7

Hold Breath. The dragon can hold its breath for 1 hour or until it uses its Acid Breath.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Sand Camouflage. The dragon has advantage on Dexterity (Stealth) checks made to hide in sandy terrain.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 11 (2d10) acid damage.

Claw. *Melee Weapon Attack*: +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack*: +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5–6). The dragon exhales corrosive sand in a 90-foot line that is 10 feet wide. Each creature in that area must make a DC 23 Dexterity saving throw. On a failed save, a creature takes 63 (14d8) acid damage and is blinded until the end of its next turn. On a successful save, a creature takes half as much damage and isn't blinded.

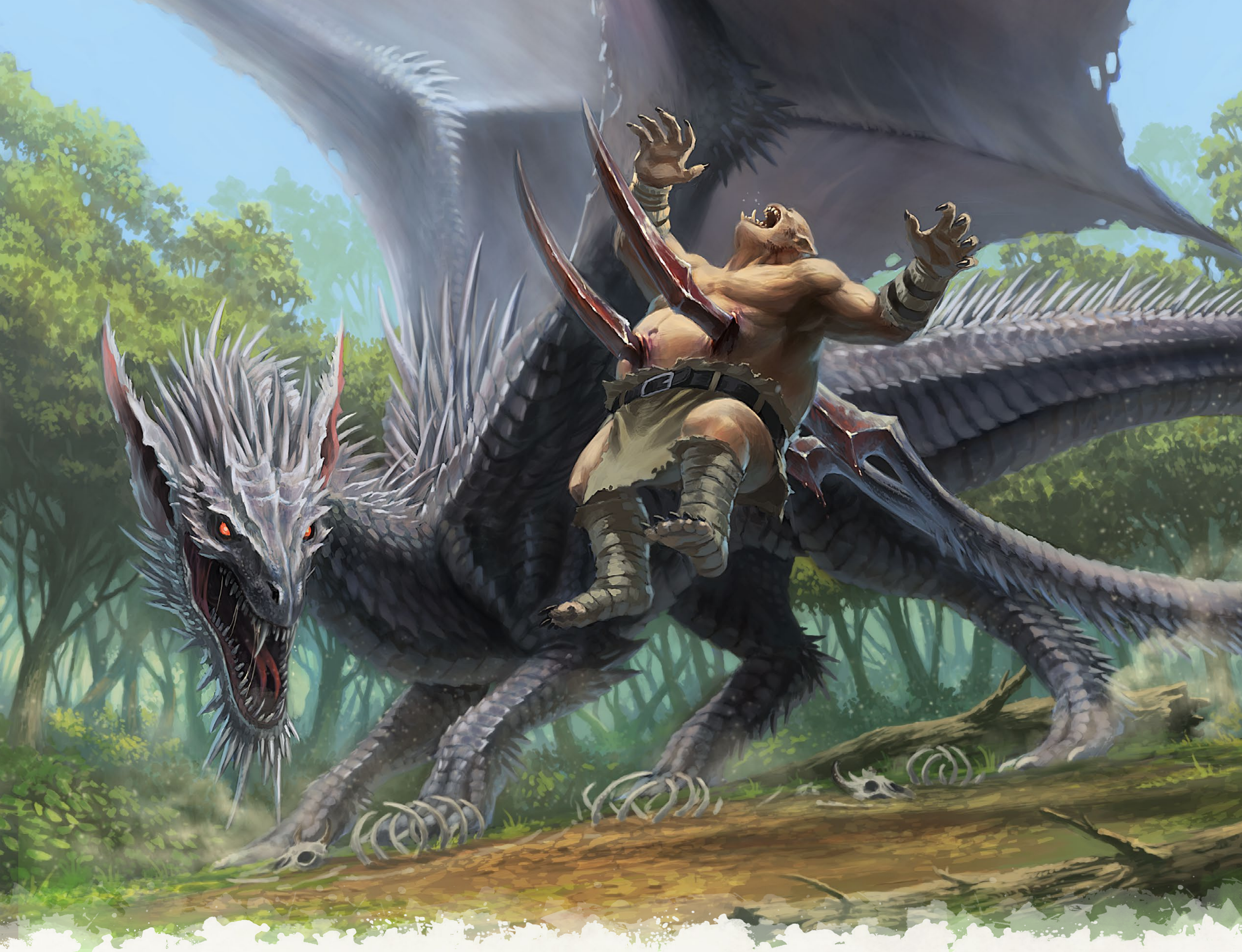
Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a Tail attack.

Sand Tornado (Costs 2 Actions). The dragon burrows into the ground in a violent circling motion, whipping its tail and spraying sand around it. Each creature within 15 feet of the dragon must succeed on a DC 22 Constitution saving throw or take 17 (2d8 + 8) bludgeoning damage and be blinded until the end of its next turn. The dragon can then move up to its burrow speed.



GRAY DRAGON

The gray dragon is likely the most avaricious, ill-tempered, and feral of all dragons. It lives to hunt for sport, more obsessed with the act of stalking and bringing down powerful prey than accumulating wealth. It is prone to fits of rage such that the gray dragon would rain death and destruction to every random habitat and settlement within miles of its lair. It dwells in temperate regions that have high rocky outcroppings surrounded by low flatlands.

Spiked Horror. The gray dragon is covered in armor-like, bony plates called osteoderms, with spikes protruding from its forearms and limb joints. Its head features a crest of long, sharp spikes, with smaller ones jutting below its oversized jaw like a garish beard. A jagged line of barbs runs from the back of its head and along its spine, and its forked tail ends with two wicked scythe-like bony plates which it uses to impale prey. A fang-filled mouth and a pair of long ears give the gray dragon a bat-like visage.

Earth Connection. It is said that gray dragons evolved from fang dragons, an extinct type of bestial dragon that had no breath weapon. Legend has it that Tiamat, the Queen of Dragons, weaved her dark magic and infused all unhatched fang dragon eggs in the world with basilisk blood. Since then, only gray dragon hatchlings have been born, and each has shown a natural affinity with the Elemental nature of Earth, including immunity to petrification.

Consummate Hunter. Driven by its predatory nature, the gray dragon prefers to fight by just using its teeth, claws, and tail, often delivering the killing blow before its target can react. At times the gray dragon will toy with its prey, tormenting it by telling how futile it is to escape, and even mimicking voices it has heard to distract or lure the target. It sees it as a testament to its hunting prowess to bring down formidable creatures with just its cunning, hunting skill, and physical attacks. Thus, it rarely uses its breath attack unless it believes its life might be in danger. The gray dragon's elemental breath is a cone of caustic, viscous slime. The slime is so sticky that it continues to dissolve the flesh of its victims for a time after the initial contact.

Guarded Lair. A gray dragon often leaves its lair for extended periods to hunt. Before doing so, it seals its den, where it keeps its vast treasure piles, with boulders and slabs of granite and limestone. The lair's outlying chambers are usually patrolled by the gray dragon's minions, which are often basilisks, cockatrices, earth elementals, galeb duhr, medusae, ooze paraelementals, and stone giants. These creatures are not necessarily subservient to the gray dragon and see it more as a mutual arrangement of protection. However, they do fear the gray dragon's wrath and take extraordinary steps not to incur it.

A Gray Dragon's Lair

The gray dragon dwells in badlands, brushlands, prairies, and tundras that have rocky crags, cliffs, and outcroppings that overlook great flatlands where it can spy potential game from great distances. It makes its lair in sprawling caves and ancient ruins. Its den is full of amassed treasure and decorated with the bones and skulls of the most dangerous and largest creatures it has slain. The gray dragon hunts and leaves its lair more often than other dragons and secures its lair by blocking its entrances with huge boulders.

The challenge rating of a legendary gray dragon increases by 1 when it's encountered in its lair.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The dragon chooses a point on the ground that it can see within 120 feet of it. Stone spikes sprout from the ground in a 20-foot radius centered on that point. The effect is otherwise identical to the *spike growth* spell and lasts until the dragon uses this lair action again or until the dragon dies.
- A tremor shakes the lair in a 60-foot radius around the dragon. Each creature other than the dragon on the ground in that area must succeed on a DC 15 Dexterity saving throw or be knocked prone.
- The dragon creates a wall of earth on a solid surface it can see within 120 feet of it. The wall can be up to 30 feet long, 30 feet high, and 1 foot thick. When the wall appears, each creature within its area is pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. Each 10-foot section of the wall has AC 5, 30 hit points, resistant to bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine, and immunity to necrotic, poison, and psychic damage. The wall disappears when the dragon uses this lair action again or when the dragon dies.

Regional Effects

The region containing a legendary brown dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Earthquakes are common within 6 miles of the dragon's lair.
- Earth elementals scour the land within 6 miles of the lair.
- Rocky fissures within 1 mile of the dragon's lair form portals to the Elemental Plane of Earth, allowing creatures of elemental earth into the world to dwell nearby.

If the dragon dies, the earth elementals disappear immediately, and the other effects fade over the course of 1d10 days.

Gray Dragon Wyrmling

Medium Dragon, typically Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft., burrow 10 ft., fly 60 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	8 (-1)	11 (+0)	11 (+0)

Saving Throws Dex +2, Con +4, Wis +2, Cha +2
Skills Perception +4, Stealth +2
Damage Immunities acid
Condition Immunities petrification
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 2 (450 XP) **Proficiency Bonus** +2

Mimicry. The dragon can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage plus 2 (1d4) acid damage.

Tail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Acid Breath (Recharge 5–6). The dragon exhales sticky, corrosive acid in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw. On failed save, a creature takes 18 (4d8) acid damage immediately and 9 (2d8) acid damage at the end of its next turn. On a successful save, a creature takes half as much of the initial damage and no damage at the end of its next turn.

Juvenile Gray Dragon

Large Dragon, typically Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 40 ft., burrow 20 ft., fly 80 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	17 (+3)	8 (-1)	12 (+1)	11 (+0)

Saving Throws Dex +2, Con +5, Wis +3, Cha +2
Skills Perception +5, Stealth +2
Damage Immunities acid
Condition Immunities petrification
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15
Languages Draconic
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Mimicry. The dragon can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

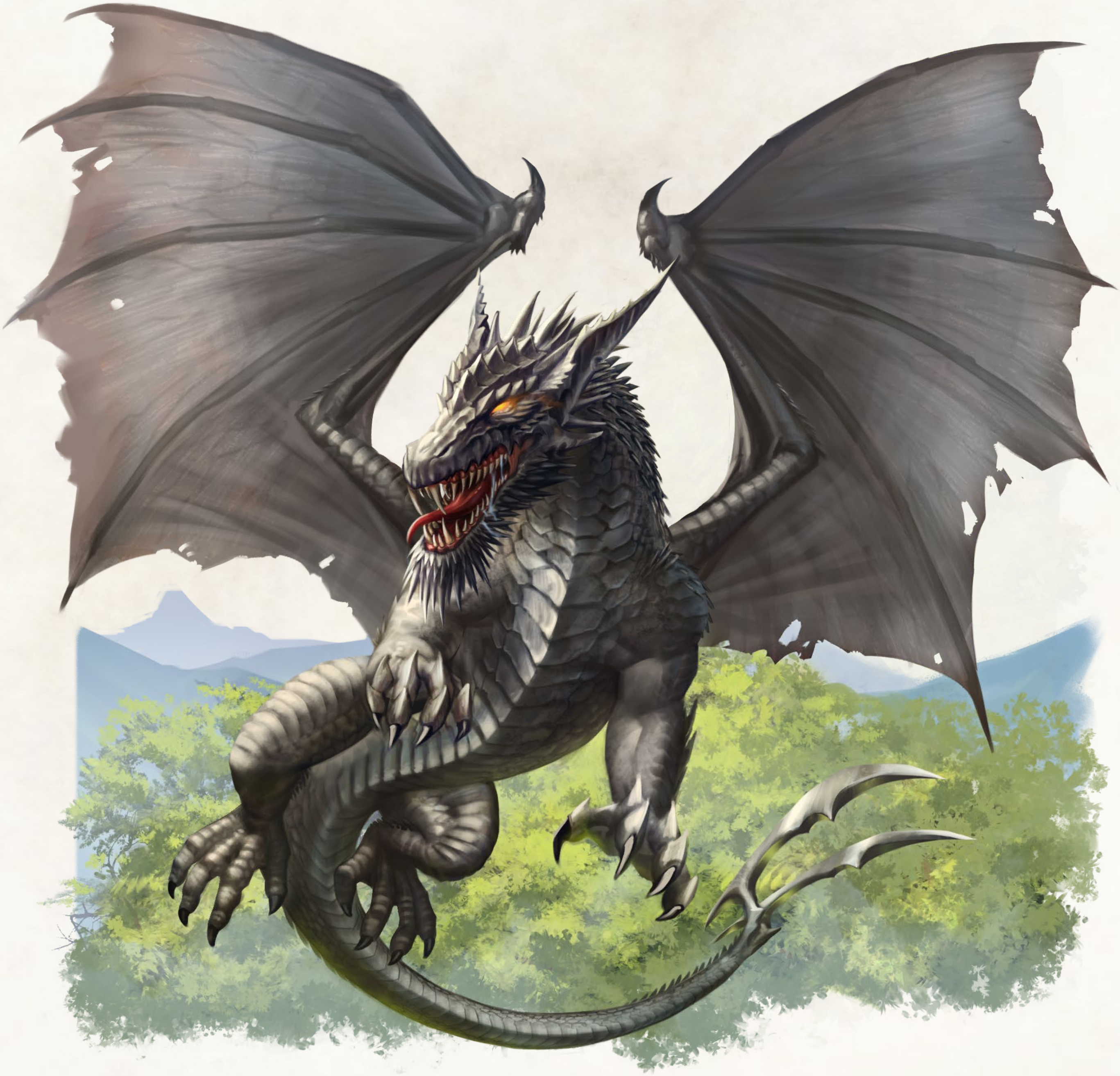
Multiattack. The dragon makes one Bite or Tail attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 2 (1d4) acid damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage and if the target is a Medium or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the dragon can automatically hit the target with its Tail attack, and the dragon can't attack another target with its Tail attack.

Acid Breath (Recharge 5–6). The dragon exhales sticky, corrosive acid in a 30-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw. On failed save, a creature takes 22 (5d8) acid damage immediately and 9 (2d8) acid damage at the end of its next turn. On a successful save, a creature takes half as much of the initial damage and no damage at the end of its next turn.



YOUNG GRAY DRAGON

Large Dragon, typically Chaotic Evil

Armor Class 18 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 40 ft., burrow 20 ft., fly 80 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	19 (+4)	9 (-1)	12 (+1)	12 (+1)

Saving Throws Dex +3, Con +7, Wis +4, Cha +4
Skills Perception +7, Stealth +3
Damage Immunities acid
Condition Immunities petrification
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Common, Draconic
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Mimicry. The dragon can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

Multiattack. The dragon makes one Bite or Tail attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 4) piercing damage plus 4 (1d8) acid damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 18 (4d6 + 4) piercing damage and if the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the dragon can automatically hit the target with its Tail attack, and the dragon can't attack another target with its Tail attack.

Acid Breath (Recharge 5–6). The dragon exhales sticky, corrosive acid in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw. On failed save, a creature takes 31 (7d8) acid damage immediately and 18 (4d8) acid damage at the end of its next turn. On a successful save, a creature takes half as much of the initial damage and no damage at the end of its next turn.

YOUNG ADULT GRAY DRAGON

Huge Dragon, typically Chaotic Evil

Armor Class 18 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 40 ft., burrow 20 ft., fly 80 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	21 (+5)	10 (+0)	13 (+1)	12 (+1)

Saving Throws Dex +4, Con +9, Wis +5, Cha +5
Skills Perception +9, Stealth +4
Damage Immunities acid
Condition Immunities petrification
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19
Languages Common, Draconic
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Mimicry. The dragon can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes one Bite or Tail attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (4d6 + 5) piercing damage plus 4 (1d8) acid damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (4d6 + 5) piercing damage and if the target is a Large or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the dragon can automatically hit the target with its Tail attack, and the dragon can't attack another target with its Tail attack.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5–6). The dragon exhales sticky, corrosive acid in a 60-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw. On failed save, a creature takes 36 (8d8) acid damage immediately and 18 (4d8) acid damage at the end of its next turn. On a successful save, a creature takes half as much of the initial damage and no damage at the end of its next turn.

ADULT GRAY DRAGON

Huge Dragon, typically Chaotic Evil

Armor Class 19 (natural armor)
Hit Points 200 (16d12 + 96)
Speed 40 ft., burrow 20 ft., fly 80 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	23 (+6)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Dex +5, Con +11, Wis +6, Cha +6
Skills Perception +11, Stealth +5
Damage Immunities acid
Condition Immunities petrification
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21
Languages Common, Draconic
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Mimicry. The dragon can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) piercing damage plus 4 (1d8) acid damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 20 (4d6 + 6) piercing damage and if the target is a Large or smaller creature, it is grappled (escape DC 19). Until this grapple ends, the dragon can automatically hit the target with its Tail attack, and the dragon can't attack another target with its Tail attack.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5–6). The dragon exhales sticky, corrosive acid in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw. On failed save, a creature takes 40 (9d8) acid damage immediately and 18 (4d8) acid damage at the end of its next turn. On a successful save, a creature takes half as much of the initial damage and no damage at the end of its next turn.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a Tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

OLD GRAY DRAGON

Gargantuan Dragon, typically Chaotic Evil

Armor Class 20 (natural armor)
Hit Points 280 (16d20 + 112)
Speed 40 ft., burrow 20 ft., fly 80 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	25 (+7)	12 (+1)	13 (+1)	13 (+1)

Saving Throws Dex +6, Con +13, Wis +7, Cha +7
Skills Perception +13, Stealth +6
Damage Immunities acid
Condition Immunities petrification
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23
Languages Common, Draconic
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Mimicry. The dragon can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 21 (4d6 + 7) piercing damage plus 9 (2d8) acid damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 21 (4d6 + 7) piercing damage and if the target is a Huge or smaller creature, it is grappled (escape DC 21). Until this grapple ends, the dragon can automatically hit the target with its Tail attack, and the dragon can't attack another target with its Tail attack.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5–6). The dragon exhales sticky, corrosive acid in a 90-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw. On failed save, a creature takes 45 (10d8) acid damage immediately and 22 (5d8) acid damage at the end of its next turn. On a successful save, a creature takes half as much of the initial damage and no damage at the end of its next turn.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a Tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ANCIENT GRAY DRAGON

Gargantuan Dragon, typically Chaotic Evil

Armor Class 21 (natural armor)
Hit Points 333 (18d20 + 144)
Speed 40 ft., burrow 20 ft., fly 80 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	27 (+8)	13 (+1)	14 (+2)	14 (+2)

Saving Throws Dex +6, Con +14, Wis +8, Cha +8
Skills Perception +14, Stealth +6
Damage Immunities acid
Condition Immunities petrification
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Common, Draconic
Challenge 20 (25,000 XP) **Proficiency Bonus** +6

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Mimicry. The dragon can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 22 (4d6 + 8) piercing damage plus 9 (2d8) acid damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 22 (4d6 + 8) piercing damage and if the target is a Huge or smaller creature, it is grappled (escape DC 22). Until this grapple ends, the dragon can automatically hit the target with its Tail attack, and the dragon can't attack another target with its Tail attack.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5–6). The dragon exhales sticky, corrosive acid in a 90-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw. On failed save, a creature takes 49 (11d8) acid damage immediately and 27 (6d8) acid damage at the end of its next turn. On a successful save, a creature takes half as much of the initial damage and no damage at the end of its next turn.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a Tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Purple Dragon

The existence of purple dragons is known only by a few on the surface world. But dwarves who dwell deep underneath mountains tell tales to their children to be wary not to venture deep into the Underdark, for a silent, shadowy killer stalks its many chasms and maze-like tunnels.

Underdark Stalker. The purple dragon, not to be confused with the deep dragon, is native to the Underdark. It has a slender, serpentine neck and an armored, elongated head with a crest of swept-back sharp spikes. Its scales range from iridescent amethyst and deep purple to dark eggplant violet as it ages. Its sinewy, flexible body possesses powerful limbs and talon-tipped wings and moves like a hunting cat, which helps it navigate, squeeze through, and traverse the Underdark's endless narrow crevices and stalactite-filled caverns undetected with ease.

Cunning Predator. The purple dragon enjoys the thrill of the hunt, just like gray dragons. Whereas gray dragons take down prey with fierce brutality, the purple dragon attacks with calculated efficiency, stalking its prey patiently for hours and striking before its target becomes aware of its presence. The purple dragon is so deathly quiet that it can pick off members of a dwarven patrol one by one without alerting the others. Its breath attack is a billowing cloud of psychotropic vapor that disrupts and impairs a creature's acuity and cognitive abilities.

Clever Opportunist. A purple dragon is friendly toward drow and sees them as allies with many resources it can exploit. It hates dwarves, including duergar, because they craft armor out of its scales. It despises balhannoths, cloakers, deepspawns, and illithids because it sees them as competition for dominance in the Underdark. While a purple dragon generally avoids other dragons, it tolerates the company of a deep dragon, which it sees as an ally against illithids and a kindred spirit it can banter with. That doesn't mean a purple dragon will trust one, though. The purple dragon can eat almost anything edible, but it is very fond of giant specimens of cavefishes, crabs, crayfishes, as well as kuo-toans, chuuls, and aboleths.

Purple Dragon Wyrmling

Medium Dragon, typically Neutral Evil

Armor Class 17 (natural armor)
Hit Points 38 (7d8 + 7)
Speed 30 ft., climb 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	13 (+1)	13 (+1)	12 (+1)

Saving Throws Dex +4, Con +3, Wis +3, Cha +3
Skills Perception +5, Stealth +6
Damage Immunities psychic
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15
Languages Draconic
Challenge 2 (450 XP) **Proficiency Bonus** +2

Stone Camouflage. The dragon has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Sunlight Sensitivity. While in sunlight, the dragon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 2 (1d4) psychic damage.

Psychic Breath (Recharge 5–6). The dragon exhales psychic energy in a 15-foot cone. Each creature in that area must make a DC 11 Intelligence saving throw. On failed save, a creature takes 13 (3d8) psychic damage, it has disadvantage on attack rolls and ability checks, and can't take reactions, until the end of its next turn. On a successful save, a creature takes half as much damage with no additional effects.

A Purple Dragon's Lair

A purple dragon places its lair in a location close to drow communities it can trade and work with, underground lakes where it hunts prey, and enemy settlements it can raid and plunder. The purple dragon's lair is usually a hard-to-reach hollowed-out cavern full of stolen treasure and magical items that the dragon has amassed in its lifetime. It is typically guarded by minions the purple dragon has subjugated or partnered with, such as chitines, drow mercenaries, grimlocks, hook horrors, and maur giants.

The challenge rating of a legendary purple dragon increases by 1 when it's encountered in its lair.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- Stalactites fall from the ceiling, striking up to three creatures underneath that the dragon can see within 120 feet of it. The dragon makes one ranged attack roll (+7 to hit) against each target. On a hit, the target takes 10 (3d6) piercing damage.

Juvenile Purple Dragon

Large Dragon, typically Neutral Evil

Armor Class 17 (natural armor)
Hit Points 82 (11d10 + 22)
Speed 40 ft., climb 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	14 (+2)	14 (+2)	13 (+1)

Saving Throws Dex +5, Con +5, Wis +5, Cha +4
Skills Perception +8, Stealth +8
Damage Immunities psychic
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Draconic
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Stone Camouflage. The dragon has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Sunlight Sensitivity. While in sunlight, the dragon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 3 (1d6) psychic damage.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Psychic Breath (Recharge 5–6). The dragon exhales psychic energy in a 30-foot cone. Each creature in that area must make a DC 13 Intelligence saving throw. On a failed save, a creature takes 27 (6d8) psychic damage, it has disadvantage on attack rolls and ability checks, and can't take reactions, until the end of its next turn. On a successful save, a creature takes half as much damage with no additional effects.

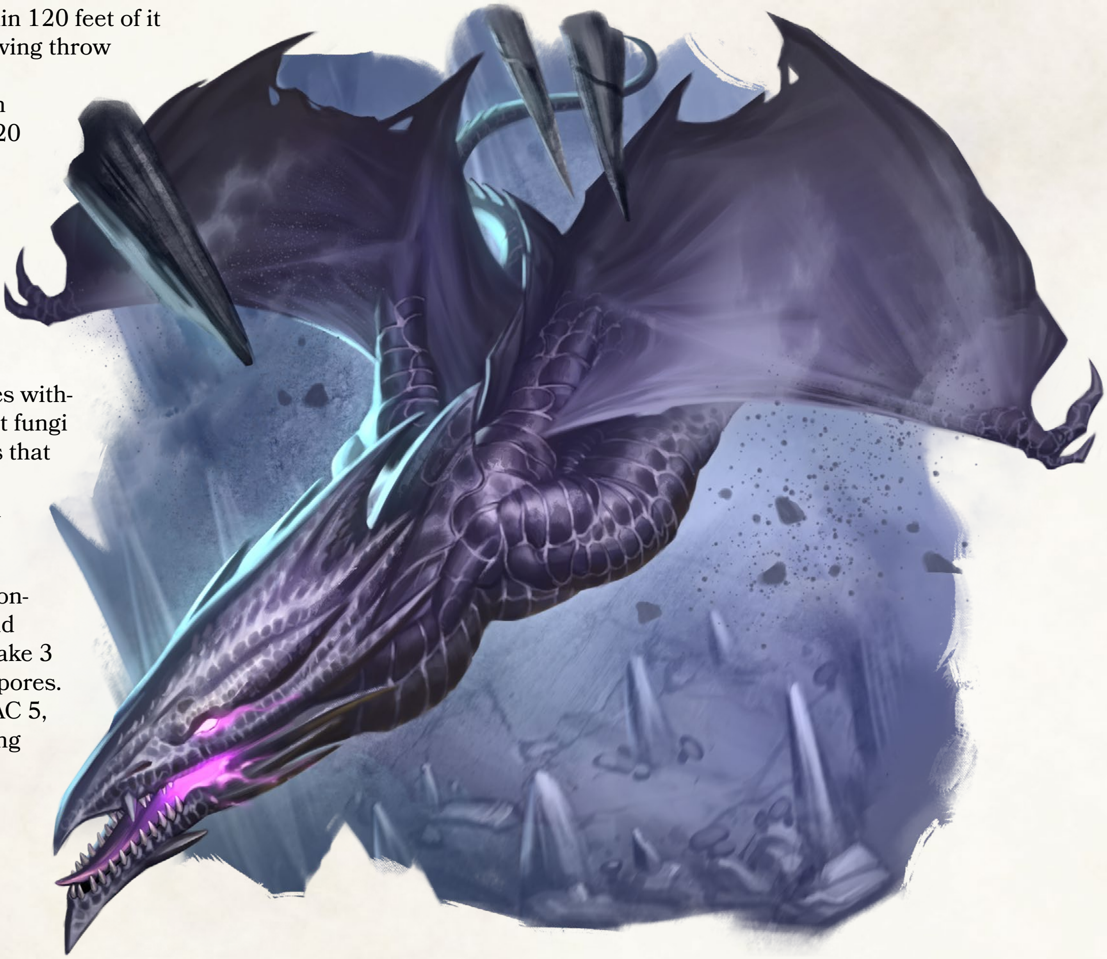
- The dragon chooses a 10-foot-square area on the ground that it can see within 120 feet of it. The ground in that area turns into 3-foot-deep mud. Each creature on the ground in that area when the mud appears must succeed on a DC 15 Dexterity saving throw or sink into the mud and become restrained. A creature can take an action to attempt a DC 15 Strength check, freeing itself or another creature within its reach and ending the restrained condition on a success. Moving 1 foot in the mud costs 2 feet of movement. On initiative count 20 on the next round, the mud hardens, and the Strength DC to work free increases to 20.
- One creature the dragon can see within 120 feet of it must succeed on a DC 13 Wisdom saving throw or be charmed by the dragon as if the dragon had cast *dominate monster* on it. The effect ends on initiative count 20 on the next round.

REGIONAL EFFECTS

The region containing a legendary purple dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Giant fungi form labyrinthine passages within 1 mile of the dragon's lair. The giant fungi act as 10-foot-high, 10-foot-thick walls that block line of sight. Creatures can squeeze between the giant fungi, with every 1 foot a creature moves costing it 4 feet of movement. A creature in the giant fungi must make a DC 15 Constitution saving throw once each round it's in contact with the giant fungi or take 3 (1d6) poison damage from the toxic spores. Each 10-foot-cube of giant fungi has AC 5, 30 hit points, resistance to bludgeoning and piercing damage, vulnerability to fire damage, and immunity to psychic and thunder damage.
- Shadows cast by non-evil creatures within 6 miles of the dragon's lair randomly animate and form nightmarish but harmless silhouettes, warning such creatures of the danger.
- Bats, centipedes, spiders, and other underground vermin within 1 mile of the dragon's lair serve as the dragon's eyes and ears.

If the dragon dies, the vermin lose their supernatural link to it. The giant fungi remain, but within 1d10 days, they become mundane fungi and normal difficult terrain, losing their toxicity.



YOUNG PURPLE DRAGON

Large Dragon, typically Neutral Evil

Armor Class 18 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 40 ft., climb 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	15 (+2)	15 (+2)	14 (+2)

Saving Throws Dex +5, Con +6, Wis +5, Cha +5
Skills Perception +8, Stealth +8
Damage Immunities psychic
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 18
Languages Draconic, Undercommon
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Stone Camouflage. The dragon has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Sunlight Sensitivity. While in sunlight, the dragon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) psychic damage.

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Psychic Breath (Recharge 5–6). The dragon exhales psychic energy in a 30-foot cone. Each creature in that area must make a DC 14 Intelligence saving throw. On failed save, a creature takes 36 (8d8) psychic damage, it has disadvantage on attack rolls and ability checks, and can't take reactions, until the end of its next turn. On a successful save, a creature takes half as much damage with no additional effects.

YOUNG ADULT PURPLE DRAGON

Huge Dragon, typically Neutral Evil

Armor Class 18 (natural armor)
Hit Points 178 (17d12 + 68)
Speed 40 ft., climb 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	16 (+3)	16 (+3)	15 (+2)

Saving Throws Dex +6, Con +8, Wis +7, Cha +6
Skills Perception +11, Stealth +10
Damage Immunities psychic
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21
Languages Draconic, Undercommon
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Stone Camouflage. The dragon has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Sunlight Sensitivity. While in sunlight, the dragon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 7 (2d6) psychic damage.

Claw. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Psychic Breath (Recharge 5–6). The dragon exhales psychic energy in a 60-foot cone. Each creature in that area must make a DC 16 Intelligence saving throw. On failed save, a creature takes 45 (10d8) psychic damage, it has disadvantage on attack rolls and ability checks, and can't take reactions, until the end of its next turn. On a successful save, a creature takes half as much damage with no additional effects.

ADULT PURPLE DRAGON

Huge Dragon, typically Neutral Evil

Armor Class 19 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 40 ft., climb 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	17 (+3)	17 (+3)	16 (+3)

Saving Throws Dex +7, Con +10, Wis +8, Cha +8
Skills Perception +13, Stealth +12
Damage Immunities psychic
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23
Languages Common, Draconic, Undercommon
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Stone Camouflage. The dragon has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Sunlight Sensitivity. While in sunlight, the dragon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 7 (2d6) psychic damage.

Claw. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack*: +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Psychic Breath (Recharge 5–6). The dragon exhales psychic energy in a 60-foot cone. Each creature in that area must make a DC 18 Intelligence saving throw. On failed save, a creature takes 49 (11d8) psychic damage, it has disadvantage on attack rolls and ability checks, and can't take reactions, until the end of its next turn. On a successful save, a creature takes half as much damage with no additional effects.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a Tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Old Purple Dragon

Gargantuan Dragon, typically Neutral Evil

Armor Class 20 (natural armor)
Hit Points 297 (18d20 + 108)
Speed 40 ft., climb 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	22 (+6)	18 (+4)	18 (+4)	17 (+3)

Saving Throws Dex +8, Con +12, Wis +10, Cha +9
Skills Perception +16, Stealth +14
Damage Immunities psychic
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Common, Draconic, Undercommon
Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Stone Camouflage. The dragon has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Sunlight Sensitivity. While in sunlight, the dragon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +13 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 10 (3d6) psychic damage.

Claw. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack*: +13 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Psychic Breath (Recharge 5–6). The dragon exhales psychic energy in a 90-foot cone. Each creature in that area must make a DC 20 Intelligence saving throw. On failed save, a creature takes 58 (13d8) psychic damage, it has disadvantage on attack rolls and ability checks, and can't take reactions, until the end of its next turn. On a successful save, a creature takes half as much damage with no additional effects.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a Tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Ancient Purple Dragon

Gargantuan Dragon, typically Neutral Evil

Armor Class 21 (natural armor)
Hit Points 385 (22d20 + 154)
Speed 40 ft., climb 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	24 (+7)	19 (+4)	19 (+4)	18 (+4)

Saving Throws Dex +9, Con +14, Wis +11, Cha +11
Skills Perception +18, Stealth +16
Damage Immunities psychic
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28
Languages Common, Draconic, Undercommon
Challenge 22 (41,000 XP) **Proficiency Bonus** +7

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Stone Camouflage. The dragon has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Sunlight Sensitivity. While in sunlight, the dragon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 10 (3d6) psychic damage.

Claw. *Melee Weapon Attack*: +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack*: +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Psychic Breath (Recharge 5–6). The dragon exhales psychic energy in a 90-foot cone. Each creature in that area must make a DC 22 Intelligence saving throw. On failed save, a creature takes 72 (16d8) psychic damage, it has disadvantage on attack rolls and ability checks, and can't take reactions, until the end of its next turn. On a successful save, a creature takes half as much damage with no additional effects.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a Tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

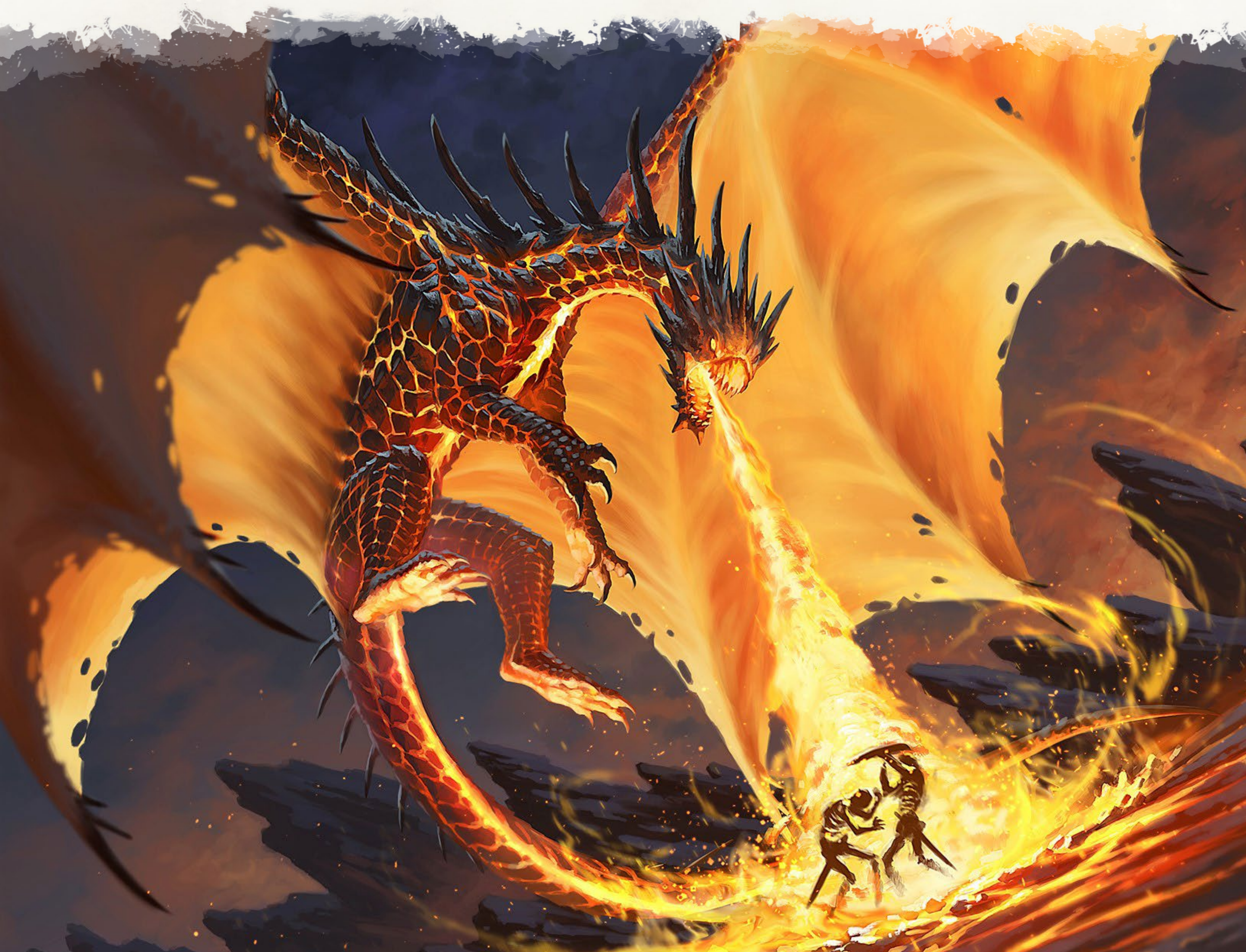
Hellfire Wyrm

As part of her agreement of being a subservient champion of Asmodeus, Tiamat the Dragon Queen provided the Supreme Master of the Nine Hells some of her eggs. The eggs were brought to Mephistopheles and infused with Asmodeus's blood. The dragons born from these eggs were raised to become draconic agents loyal to Asmodeus and the ruling archdevils of the Nine Hells. These dragons became known as hellfire wyrms. To ensure the hellfire wyrms would not pose a threat to her, Tiamat deliberately cursed each egg. The cursed hellfire wyrm, no matter how old it was, would not grow to the size of an ancient dragon. Still, every hellfire wyrm, while subservient to the archdevils, recognize Tiamat as their mother and remain reverent to her.

Fiendish Shapechanger. From afar, the hellfire wyrm is often mistaken for a red dragon. As one gets close to it, however, its supernatural aura and diabolical characteristics become more noticeable. It features osteodermic spikes protruding from its head and shoulders and a row of sharp bony spines run from the back of its head to the tip of its tail. Its scales continuously shift in the colors of flowing molten lava and its eyes burn with infernal intensity. The hellfire wyrm can also change its form to that of a tiefling or any Medium devil. It prefers its tiefling form, though, where the once fearsome hellfire wyrm effortlessly becomes a charming, endearing, polite, and eloquent creature. It is probably these traits, and its ability to magically disguise itself, that make the hellfire wyrm even more dangerous.

Agent of the Nine Hells. The hellfire wyrm is sent to the Material Plane to insert itself into numerous powerful kingdoms and live among the humanoid races for an indefinite time, assuming different identities until it establishes itself successfully and secures a position of power, such as a chancellor, magistrate, or treasurer. In these roles, a hellfire wyrm can secretly influence and corrupt monarchs, people of high stations, and those in key, strategic positions to pursue actions and make decisions that align with the goals of its archdevil master or send as many souls possible to the Nine Hells, such as commit despotic acts and start unnecessary wars. The hellfire wyrm always makes these moves very carefully and takes utmost care to hide its diabolical nature. Anyone who becomes even remotely suspicious of the hellfire wyrm's true identity or actions is quickly and quietly eliminated by the dragon. The hellfire wyrm will only reveal its true draconic form if its life is in peril and it can't escape.

Combat Tactician. In combat, the hellfire wyrm quickly searches for advantages and disadvantages it can exploit, such as the environment or its enemies' weaknesses. It keeps to the air against grounded targets, using only its spells and breath attack until it is confident enough to close in and finish them off. Its breath attack is a powerful cone of hellfire that can turn bone and flesh to ash in an instant. Those few who survive such an onslaught are still left vulnerable to fire and must contend with the hellfire wyrm's next attacks.



A Hellfire Wyrm's Lair

A hellfire wyrm keeps and maintains several homes in the cities found within the kingdom the dragon covers. These homes are often large, resplendent mansions guarded by mercenaries hired by the hellfire wyrm, who may not even know their master's true nature. These homes are just for show, though, and the hellfire wyrm only stays there in its tiefling form when it has tasks it needs to do in that city. When the hellfire wyrm is not actively scheming, it retreats to its actual lair, which is either inside the central vent of a volcano, a forgotten ancient ruins, or an underground cavern complex deep underneath the kingdom's capital.

Because the hellfire wyrm is often away from its true lair, it never leaves it unguarded. Magma paraelementals lurk outside the entrances of the lair, while the hellfire wyrm's infernal minions, such as barbed devils, bearded devils, hellhounds, imps, lemures, merregons, nupperibos, and spined devils, patrol the inner passageways and chambers. Finally, the hellfire wyrm's innermost sanctum in its lair, where it hides its precious collections and accumulated treasure, is always protected by magical traps and sealed by magical locks.

The challenge rating of a legendary hellfire wyrm increases by 1 when it's encountered in its lair.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- A storm made up of sheets of roaring flame appears in a location the dragon chooses within 120 feet of it. The area of the storm consists of up to eight 10-foot cubes, which the dragon can arrange as it wishes. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area must make a DC 15 Dexterity saving throw. It takes 22 (4d10) fire damage on a failed save, or half as much damage on a successful one. The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.
- The dragon targets one creature it can see within 60 feet of it. The target must succeed on a DC 13 Wisdom saving throw or become paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- The dragon creates an opaque wall of fire on a solid surface it can see within 120 feet of it. The wall can be up to 30 feet long, 30 feet high, and 1 foot thick. When the wall appears, each creature within its area must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 18 (4d8) fire damage, or half as much damage on a successful save. Each side of the wall deals 9 (2d8) fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The wall disappears when the dragon uses this lair action again or when the dragon dies.

Regional Effects

The region containing a legendary hellfire wyrm's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Unbearably hot, sulfuric smoke obscures the land within 6 miles of the dragon's lair. Creatures take 3 (1d6) poison damage and 3 (1d6) fire damage at the end of hour spent in the area.
- Water sources within 1 mile of the lair are supernaturally warm and tainted by sulfur.
- Rocky fissures within 1 mile of the dragon's lair form portals to the Nine Hells, allowing hell hounds and lesser devils (CR 5 or less) into the world to dwell nearby.

If the dragon dies, the devils disappear immediately, and the other effects fade over the course of 1d10 days.

Hellfire Wyrmling

Medium Fiend (Dragon), typically Lawful Evil

Armor Class 17 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	15 (+2)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Dex +3, Con +5, Wis +4, Cha +6
Skills Deception +6, Perception +7, Stealth +3
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses truesight 60 ft., passive Perception 17
Languages all
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 3 (1d6) fire damage.

Spellcasting. The dragon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

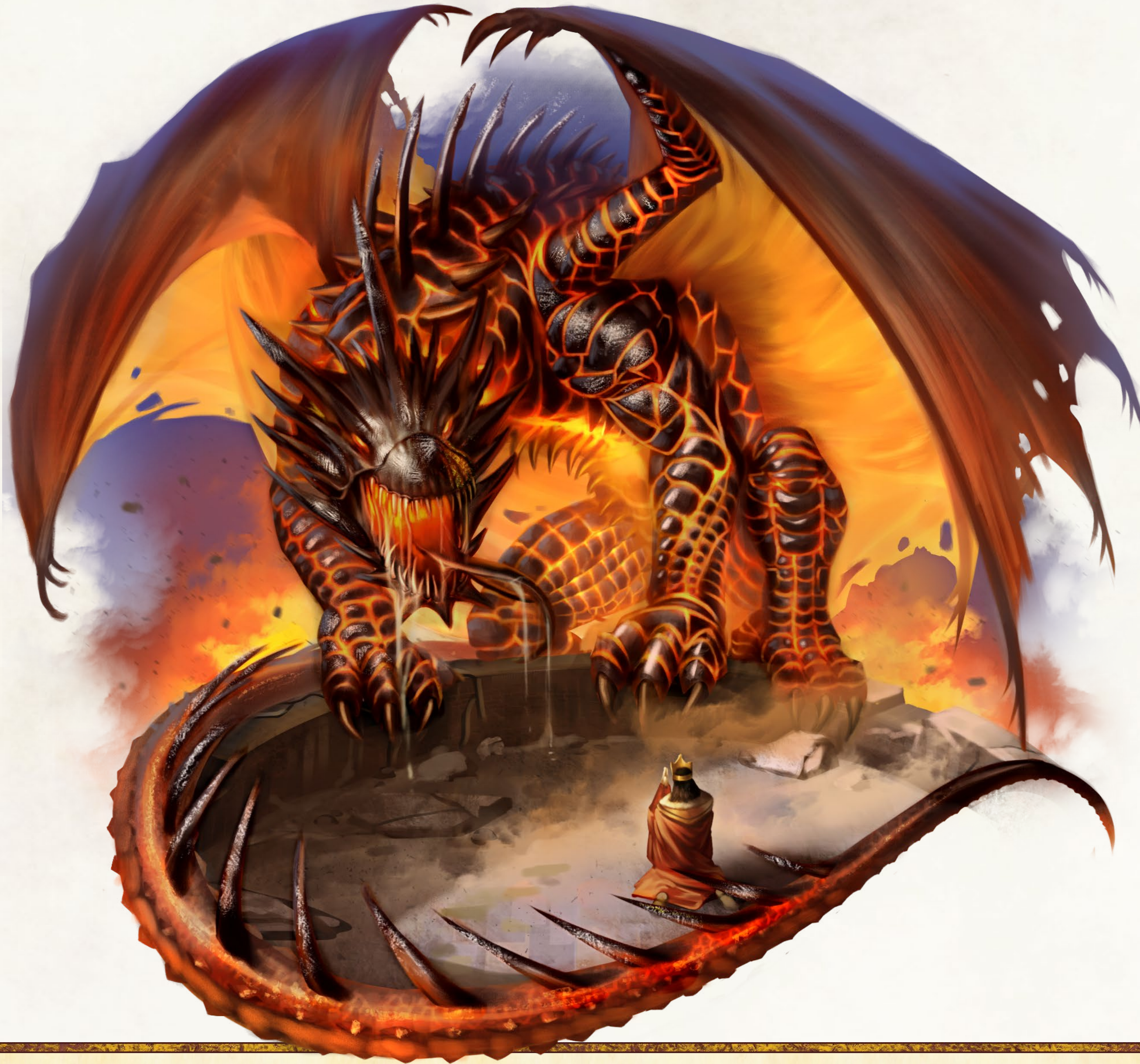
At will: *charm person, detect magic, disguise self, fire bolt*
1/day each: *invisibility, suggestion*

Hellfire Breath (Recharge 5–6). The dragon exhales hellfire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw. On failed save, a creature takes 22 (4d10) fire damage and becomes vulnerable to fire damage until the end of its next turn. On a successful save, a creature takes half as much damage with no additional effects.

Bonus Actions

Change Shape. The dragon magically transforms into a tiefling or Medium devil, while retaining its game statistics (other than its size). This transformation ends if the dragon is reduced to 0 hit points or uses a bonus action to end it.

Heated Body. The dragon emits fire from its body. A creature that touches the dragon or hits it with a melee attack while within 10 feet of it and the Heated Body is active takes 3 (1d6) fire damage. The Heated Body remains until the dragon dies or until it dismisses it as an action.



Juvenile Hellfire Wyrm

Large Fiend (Dragon), typically Lawful Evil

Armor Class 17 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	15 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +3, Con +6, Wis +4, Cha +6
Skills Deception +6, Perception +7, Stealth +3
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses truesight 60 ft., passive Perception 17
Languages all
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 4 (1d8) fire damage.

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Spellcasting. The dragon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks)

At will: *charm person, detect magic, disguise self, fire bolt* (2d10)
2/day each: *invisibility, suggestion*

Hellfire Breath (Recharge 5–6). The dragon exhales hellfire in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw. On failed save, a creature takes 33 (6d10) fire damage and becomes vulnerable to fire damage until the end of its next turn. On a successful save, a creature takes half as much damage with no additional effects.

Bonus Actions

Change Shape. The dragon magically transforms into a tiefling or Medium devil, while retaining its game statistics (other than its size). This transformation ends if the dragon is reduced to 0 hit points or uses a bonus action to end it.

Heated Body. The dragon emits fire from its body. A creature that touches the dragon or hits it with a melee attack while within 10 feet of it and the Heated Body is active takes 4 (1d8) fire damage. The Heated Body remains until the dragon dies or until it dismisses it as an action.

Young Hellfire Wyrm

Large Fiend (Dragon), typically Lawful Evil

Armor Class 18 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	19 (+4)	16 (+2)	14 (+2)	18 (+4)

Saving Throws Dex +4, Con +8, Wis +6, Cha +8
Skills Deception +8, Perception +10, Persuasion +8, Stealth +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses truesight 60 ft., passive Perception 20
Languages all
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 5 (1d10) fire damage.

Claw. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Spellcasting. The dragon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

At will: *charm person, detect magic, disguise self, fire bolt* (3d10)
2/day each: *dispel magic, invisibility, suggestion*
1/day: *plane shift*

Hellfire Breath (Recharge 5–6). The dragon exhales hellfire in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw. On failed save, a creature takes 55 (10d10) fire damage and becomes vulnerable to fire damage until the end of its next turn. On a successful save, a creature takes half as much damage with no additional effects.

Bonus Actions

Change Shape. The dragon magically transforms into a tiefling or Medium devil, while retaining its game statistics (other than its size). This transformation ends if the dragon is reduced to 0 hit points or uses a bonus action to end it.

Heated Body. The dragon emits fire from its body. A creature that touches the dragon or hits it with a melee attack while within 10 feet of it and the Heated Body is active takes 5 (1d10) fire damage. The Heated Body remains until the dragon dies or until it dismisses it as an action.

Young Adult Hellfire Wyrm

Huge Fiend (Dragon), typically Lawful Evil

Armor Class 19 (natural armor)
Hit Points 212 (17d12 + 102)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	23 (+6)	17 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +5, Con +11, Wis +7, Cha +9
Skills Deception +9, Perception +12, Persuasion +9, Stealth +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 22
Languages all
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Spell Penetration. When the dragon casts a spell and is interrupted by an enemy's counterspell, treat the spell's level as 3 levels higher.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 5 (1d10) fire damage.

Claw. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Spellcasting. The dragon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17, +9 to hit with spell attacks):

At will: *charm person, detect magic, disguise self, fire bolt* (4d10)
2/day each: *dispel magic, invisibility, suggestion*
1/day each: *divine word, plane shift*

Hellfire Breath (Recharge 5–6). The dragon exhales hellfire in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw. On failed save, a creature takes 60 (11d10) fire damage and becomes vulnerable to fire damage until the end of its next turn. On a successful save, a creature takes half as much damage with no additional effects.

Bonus Actions

Change Shape. The dragon magically transforms into a tiefling or Medium devil, while retaining its game statistics (other than its size). This transformation ends if the dragon is reduced to 0 hit points or uses a bonus action to end it.

Heated Body. The dragon emits fire from its body. A creature that touches the dragon or hits it with a melee attack while within 10 feet of it and the Heated Body is active takes 5 (1d10) fire damage. The Heated Body remains until the dragon dies or until it dismisses it as an action.

ADULT HELLFIRE WYRM

Huge Fiend (Dragon), typically Lawful Evil

Armor Class 20 (natural armor)
Hit Points 256 (19d12 + 133)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	25 (+7)	17 (+3)	16 (+3)	21 (+5)

Saving Throws Dex +6, Con +13, Wis +9, Cha +11
Skills Deception +11, Insight +9, Perception +15, Persuasion + 11, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 25
Languages all
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Greater Spell Penetration. When the dragon casts a spell and is interrupted by an enemy's counterspell, treat the spell's level as 5 levels higher.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 5 (1d10) fire damage.

Claw. *Melee Weapon Attack*: +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

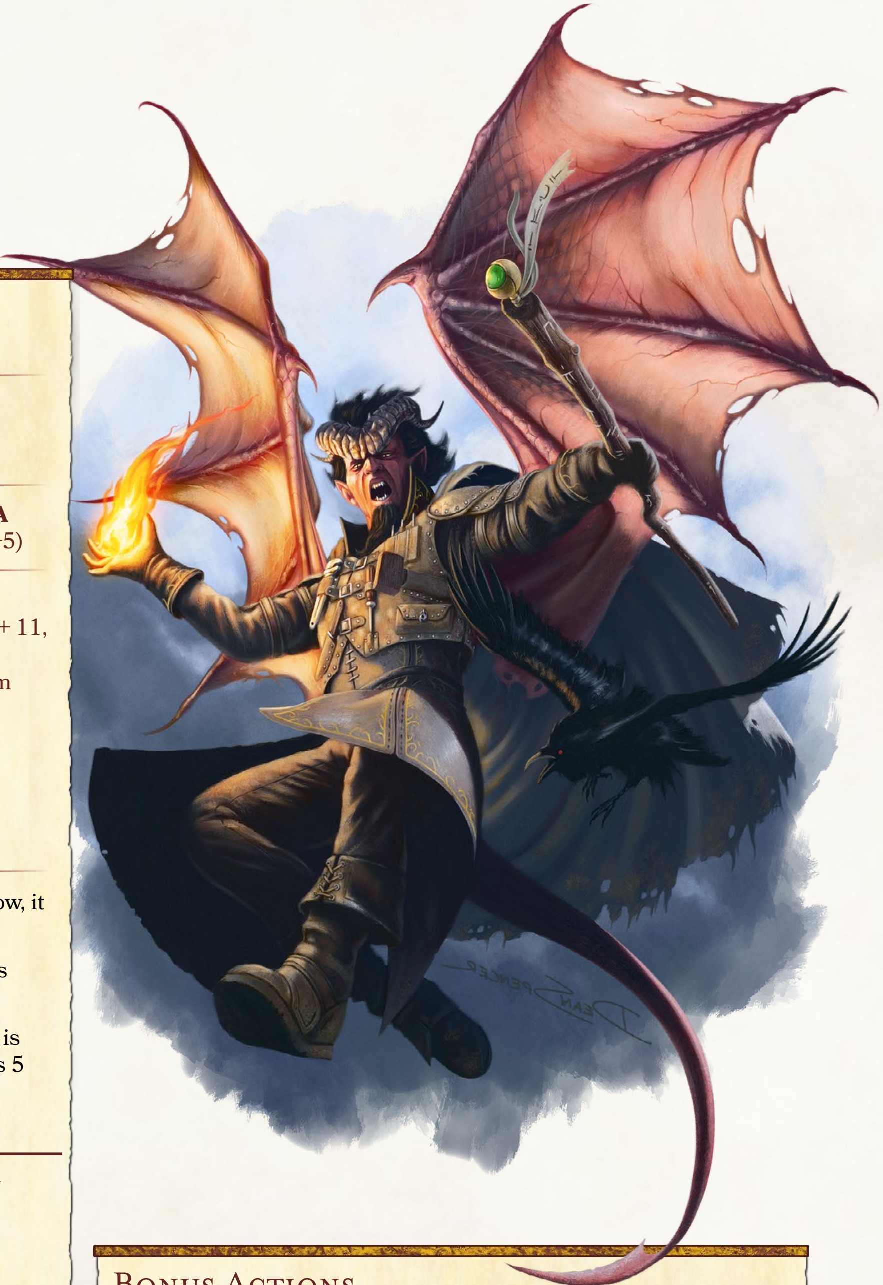
Tail. *Melee Weapon Attack*: +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Spellcasting. The dragon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 19, +11 to hit with spell attacks):

At will: *charm person, detect magic, disguise self, fire bolt* (4d10)
2/day each: *dispel magic, invisibility, suggestion*
1/day each: *divine word, plane shift*

Hellfire Breath (Recharge 5–6). The dragon exhales hellfire in a 60-foot cone. Each creature in that area must make a DC 21 Constitution saving throw. On failed save, a creature takes 66 (12d10) fire damage and becomes vulnerable to fire damage until the end of its next turn. On a successful save, a creature takes half as much damage with no additional effects.



BONUS ACTIONS

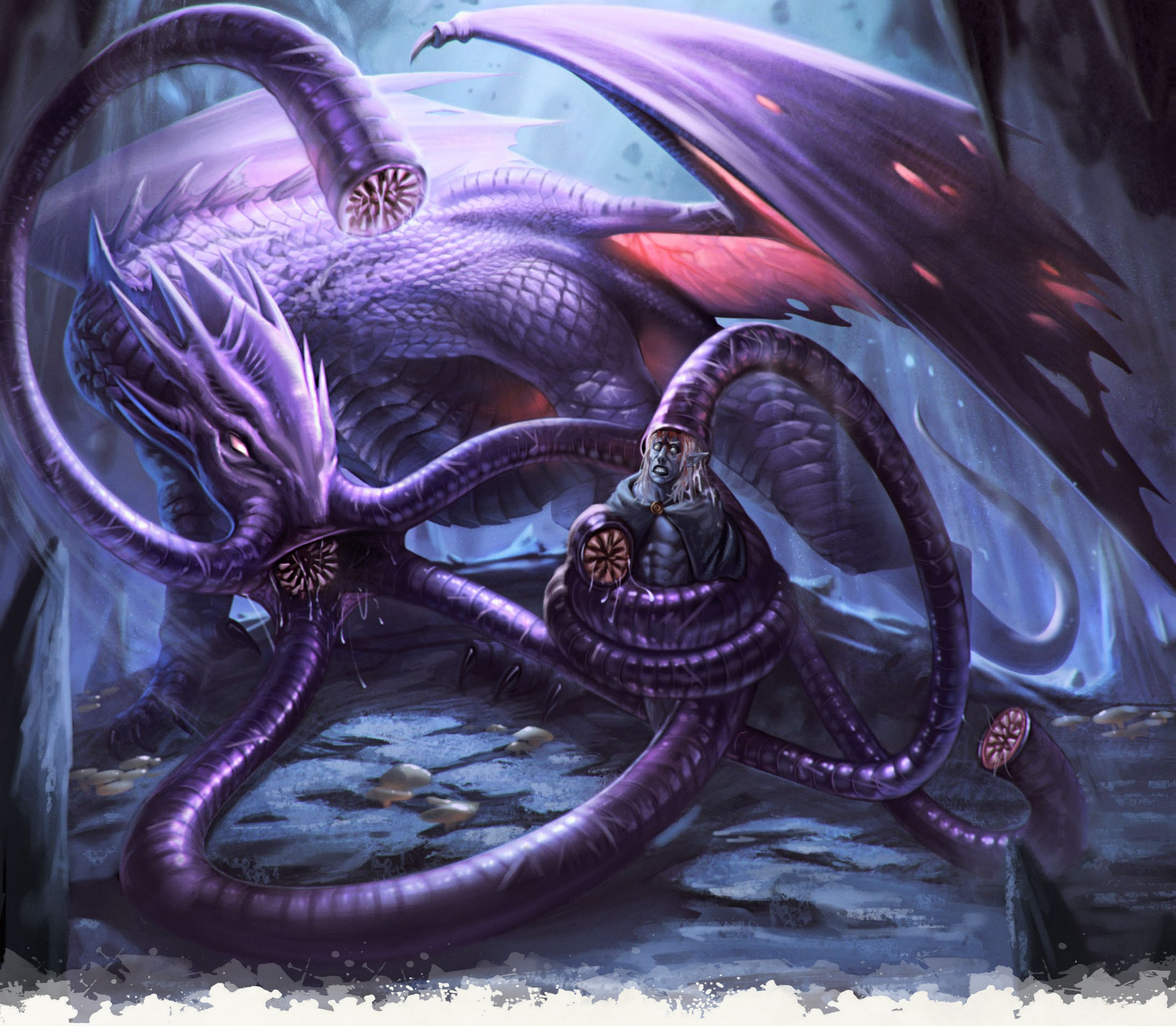
Change Shape. The dragon magically transforms into a tiefling or Medium devil, while retaining its game statistics (other than its size). This transformation ends if the dragon is reduced to 0 hit points or uses a bonus action to end it.

Heated Body. The dragon emits fire from its body. A creature that touches the dragon or hits it with a melee attack while within 10 feet of it and the Heated Body is active takes 5 (1d10) fire damage. The Heated Body remains until the dragon dies or until it dismisses it as an action.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Charm. The dragon casts *charm person.*
Fire Bolt. The dragon casts *fire bolt.*
Tail Attack. The dragon makes a Tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



DRAGON, ILLITHIDRAGON

ILLITHIDRAGON

When an illithid colony captures a live dragon wyrmling, it is brought to the elder brain. If the colony is thriving, the wyrmling is destroyed. If, however, the colony is in dire straits, the elder brain may decide the unthinkable and have the wyrmling undergo ceremorphosis, the process of transforming a creature into an illithid. In this case, the wyrmling transforms into an illithidragon. To ensure the illithidragon does not become a threat to the colony, the elder brain stunts the growth of the illithidragon at the very start of the process, preventing the illithidragon from reaching the age and size of an ancient dragon.

Uncontrollable Force. The illithidragon tends to be loyal and subservient to the elder brain, serving the colony as its primary guardian. As it ages, however, its draconic nature of being selfish, egotistical, and superior rears up, and the elder brain starts to lose control over the illithidragon. As soon as this happens, the colony is ordered to destroy the illithidragon. However, the illithidragon is often already aware that it has become a threat to the elder brain and either escapes into the Underdark to begins its life anew, or destroys the elder brain, subjugates the colony, and installs itself as the new master.

Mastermind. Just like mind flayers, an illithidragon is a depraved schemer and manipulator, enslaving weaker Underdark races to further its goals of amassing wealth, domination, and survival. Just like mind flayers, it subsists on the brains of other creatures. However, it can eat any intelligent creature's brain, not just humanoids. It hates and avoids other dragons, as they see its kind as an abomination that must be destroyed.

Mind Destroyer. In combat, an illithidragon attacks its foes with its grasping tentacles and raking claws. If it manages to incapacitate a creature, it will try to extract its brain. Unlike dragons, an illithidragon has lost its breath attack ability. However, it can emit psychic energy waves just like a mind flayer.

An Illithidragon's Lair

An illithidragon's lair is always underground, and often within the deepest regions the Underdark. The illithidragon makes its lair in great stalactite-filled cavern complexes with twisting tunnels. Its main den where it keeps its treasure hoard usually has chambers at varying heights, with at least four or more means of egress.

The illithidragon keeps enslaved humanoids such as derro, dire corbies, and quaggoths to patrol its lair's outermost passages and forms partnerships with more powerful creatures such as ropers to guard its lair's inner areas.

The challenge rating of a legendary illithidragon increases by 1 when it's encountered in its lair.

Lair Actions

On initiative count 20 (losing initiative ties), the illithidragon takes a lair action to cause one of the following effects; the illithidragon can't use the same effect two rounds in a row:

- The illithidragon casts *telekinesis* (no components required) While maintaining concentration on this effect, the illithidragon can't take other lair actions.
- One creature the illithidragon can see within 120 feet of it must succeed on a DC 13 Wisdom saving throw or be charmed by the illithidragon as if the dragon had cast *dominate monster* on it. The effect ends on initiative count 20 on the next round.

Regional Effects

The region containing a legendary illithidragon's lair is warped by the illithidragon's magic, which creates one or more of the following effects:

- Whenever a creature sleeps or enters a state of trance within 6 miles of the illithidragon's lair, it experiences a haunting nightmare and wakes up, its rest interrupted.
- Non-evil creatures within 6 miles of the illithidragon's lair randomly hear whispered voices in their heads.
- Plants, fungi, and animals within 1 mile of the of the illithidragon's lair have twisted, aberrant forms and tentacles.

If the illithidragon dies, the nightmares and whispers immediately end while the plants, fungi, and animals return to their normal forms over the course of 1d10 days.

Illithidragon Wyrmling

Medium Aberration (Dragon), typically Lawful Evil

Armor Class 17 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft., climb 20 ft., fly 60 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	16 (+3)	12 (+1)	12 (+1)

Saving Throws Dex +3, Con +3, Int +5, Wis +3
Skills Deception +3, Perception +5, Stealth +3
Damage Resistances psychic
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 15
Languages Deep Speech, Draconic, telepathy 30 ft.
Challenge 3 (700 XP) **Proficiency Bonus** +2

Magic Resistance. The illithidragon has advantage on saving throws against spells and other magical effects.

Actions

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) bludgeoning damage plus 2 (1d4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 12) and must succeed on a DC 13 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one incapacitated creature that has a brain grappled by the illithidragon. *Hit:* The target takes 22 (4d10) piercing damage. If this damage reduces the target to 0 hit points, the illithidragon kills the target by extracting and devouring its brain.

Spellcasting. The illithidragon casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 13):

At will: *detect thoughts*

Mind Blast (Recharge 5–6). The illithidragon magically emits psychic energy in a 15-foot cone. Each creature in that area must succeed on a DC 13 Intelligence saving throw or take 12 (2d8 + 3) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Juvenile Illithidragon

Large Aberration (Dragon), typically Lawful Evil

Armor Class 17 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 40 ft., climb 30 ft., fly 80 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	17 (+3)	13 (+1)	13 (+1)

Saving Throws Dex +4, Con +5, Int +6, Wis +4
Skills Deception +4, Perception +7, Stealth +4
Damage Resistances psychic
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 17
Languages Deep Speech, Draconic, Undercommon, telepathy 60 ft.
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Magic Resistance. The illithidragon has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The illithidragon makes one Tentacles attack and two Claw attacks.

Tentacles. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 4 (1d8) psychic damage. If the target is Large or smaller, it is grappled (escape DC 14) and must succeed on a DC 14 Intelligence saving throw or be stunned until this grapple ends.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Extract Brain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one incapacitated creature that has a brain grappled by the illithidragon. *Hit:* The target takes 38 (7d10) piercing damage. If this damage reduces the target to 0 hit points, the illithidragon kills the target by extracting and devouring its brain.

Spellcasting. The illithidragon casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 14):

At will: *detect thoughts, levitate*

Mind Blast (Recharge 5–6). The illithidragon magically emits psychic energy in a 30-foot cone. Each creature in that area must succeed on a DC 14 Intelligence saving throw or take 21 (4d8 + 3) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Young Illithidragon

Large Aberration (Dragon), typically Lawful Evil

Armor Class 18 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 40 ft., climb 30 ft., fly 80 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	18 (+4)	13 (+1)	14 (+2)

Saving Throws Dex +5, Con +7, Int +8, Wis +5
Skills Deception +6, Perception +9, Stealth +5
Damage Resistances psychic
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 19
Languages Deep Speech, Draconic, Undercommon, telepathy 60 ft.
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Magic Resistance. The illithidragon has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The illithidragon makes one Tentacles attack and two Claw attacks.

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 4 (1d8) psychic damage. If the target is Large or smaller, it is grappled (escape DC 16) and must succeed on a DC 16 Intelligence saving throw or be stunned until this grapple ends.

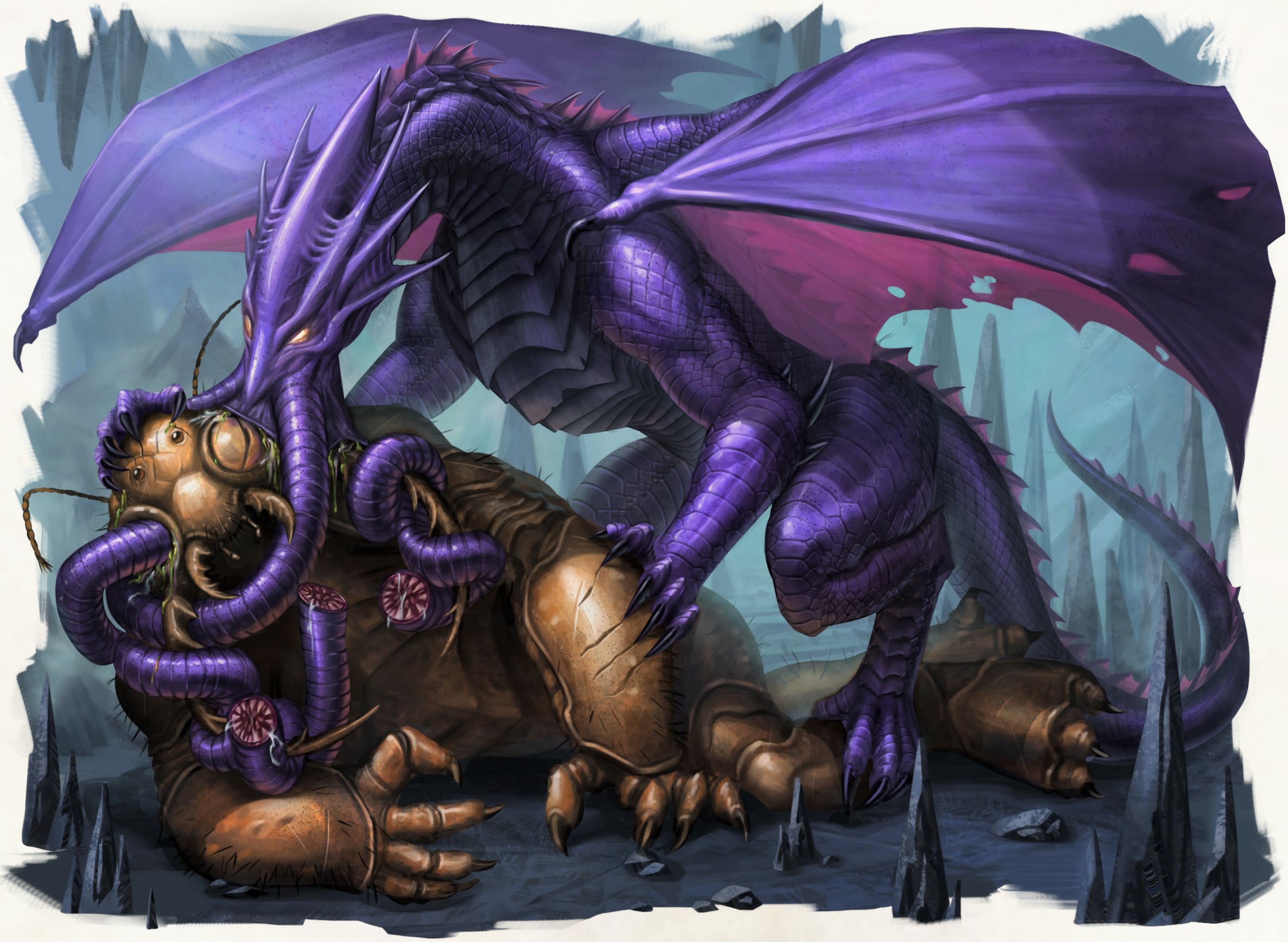
Claw. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Extract Brain. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one incapacitated creature that has a brain grappled by the illithidragon. *Hit:* The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the illithidragon kills the target by extracting and devouring its brain.

Spellcasting. The illithidragon casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 16):

At will: *detect thoughts, levitate*
1/day each: *plane shift* (self only)

Mind Blast (Recharge 5–6). The illithidragon magically emits psychic energy in a 30-foot cone. Each creature in that area must succeed on a DC 16 Intelligence saving throw or take 26 (5d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



YOUNG ADULT ILLITHIDRAGON

Huge Aberration (Dragon), typically Lawful Evil

Armor Class 18 (natural armor)
Hit Points 157 (15d12 + 60)
Speed 40 ft., climb 30 ft., fly 80 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	19 (+4)	15 (+2)	15 (+2)

Saving Throws Dex +5, Con +8, Int +8, Wis +6
Skills Deception +6, Perception +10, Persuasion +6, Stealth +5
Damage Resistances psychic
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20
Languages Deep Speech, Draconic, Undercommon, telepathy 120 ft.
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Magic Resistance. The illithidragon has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The illithidragon can use its Frightful Presence. It then makes one Tentacles attack and two Claw attacks.

Tentacles. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one creature. *Hit:* 19 (4d6 + 5) bludgeoning damage plus 7 (2d6) psychic damage. If the target is Huge or smaller, it is grappled (escape DC 17) and must succeed on a DC 16 Intelligence saving throw or be stunned until this grapple ends.

Claw. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Extract Brain. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one incapacitated creature that has a brain grappled by the illithidragon. *Hit:* The target takes 66 (12d10) piercing damage. If this damage reduces the target to 0 hit points, the illithidragon kills the target by extracting and devouring its brain.

Frightful Presence. Each creature of the illithidragon's choice that is within 120 feet of the illithidragon and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the illithidragon's Frightful Presence for the next 24 hours.

Spellcasting. The illithidragon casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 16):

At will: *detect thoughts, levitate*
1/day each: *plane shift* (self only)

Mind Blast (Recharge 5–6). The illithidragon magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 16 Intelligence saving throw or take 35 (7d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ADULT ILLITHIDRAGON

Huge Aberration (Dragon), typically Lawful Evil

Armor Class 18 (natural armor)
Hit Points 195 (17d12 + 85)
Speed 40 ft., climb 30 ft., fly 80 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	20 (+5)	16 (+3)	16 (+3)

Saving Throws Dex +6, Con +10, Int +10, Wis +8
Skills Deception +8, Perception +13, Persuasion +8, Stealth +6
Damage Resistances psychic
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23
Languages Deep Speech, Draconic, Undercommon, telepathy 120 ft.
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Legendary Resistance (3/Day). If the illithidragon fails a saving throw, it can choose to succeed instead.

Magic Resistance. The illithidragon has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The illithidragon can use its Frightful Presence. It then makes one Tentacles attack and two Claw attacks. It can use Extract Brain in place of its Tentacles.

Tentacles. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one creature. *Hit:* 20 (4d6 + 6) bludgeoning damage plus 7 (2d6) psychic damage. If the target is Huge or smaller, it is grappled (escape DC 19) and must succeed on a DC 18 Intelligence saving throw or be stunned until this grapple ends.

Claw. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Extract Brain. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one incapacitated creature that has a brain grappled by the illithidragon. *Hit:* The target takes 77 (14d10) piercing damage. If this damage reduces the target to 0 hit points, the illithidragon kills the target by extracting and devouring its brain.

Frightful Presence. Each creature of the illithidragon's choice that is within 120 feet of the illithidragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the illithidragon's Frightful Presence for the next 24 hours.

Spellcasting. The illithidragon casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 18):

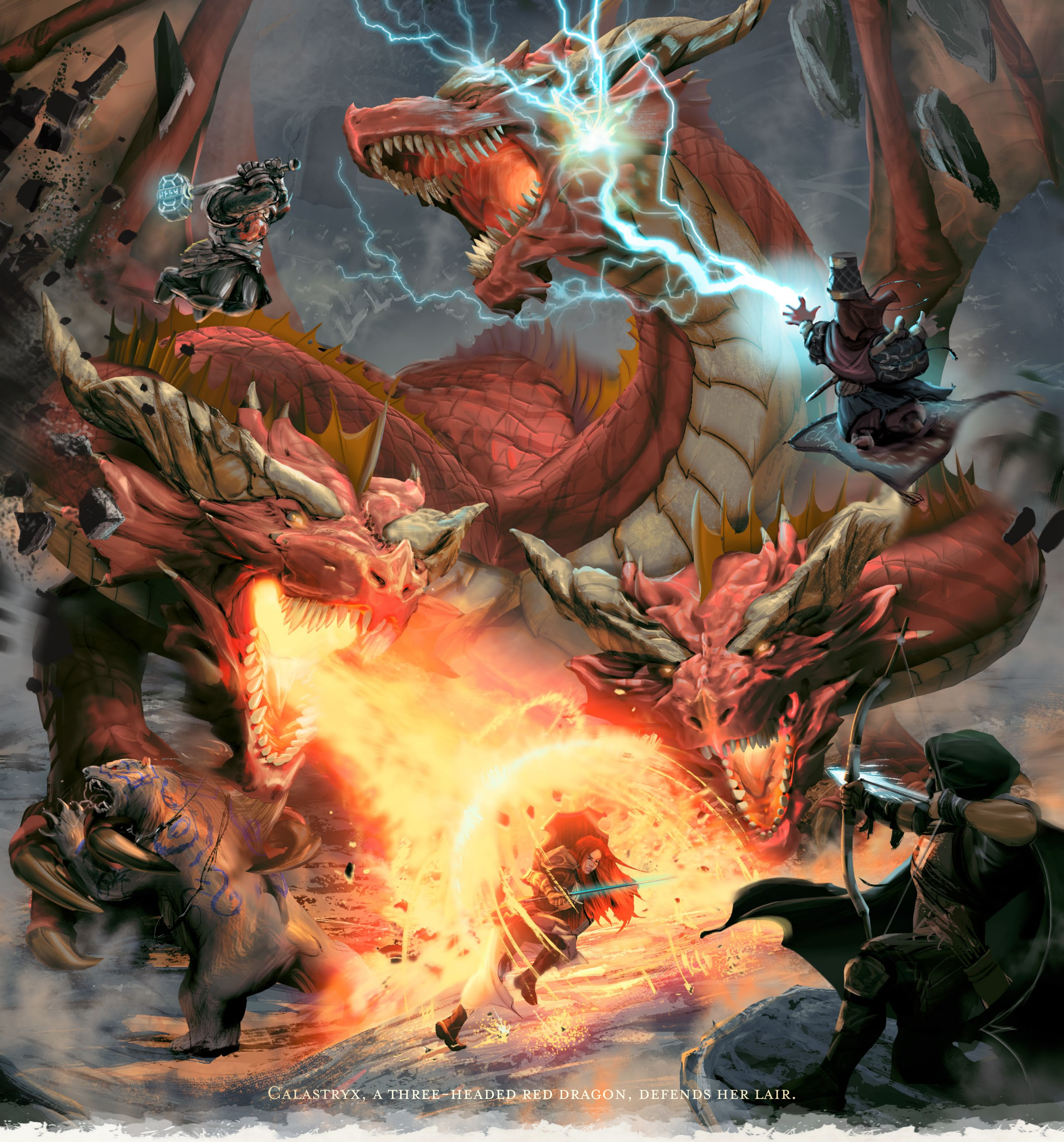
At will: *detect thoughts, levitate*
1/day each: *dominate monster, plane shift* (self only)

Mind Blast (Recharge 5–6). The illithidragon magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 18 Intelligence saving throw or take 41 (8d8 + 5) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

The illithidragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The illithidragon regains spent legendary actions at the start of its turn.

Detect. The illithidragon makes a Wisdom (Perception) check.
Tail Attack. The illithidragon makes a Tail attack.
Wing Attack (Costs 2 Actions). The illithidragon beats its wings. Each creature within 10 feet of the illithidragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The illithidragon can then fly up to half its flying speed.



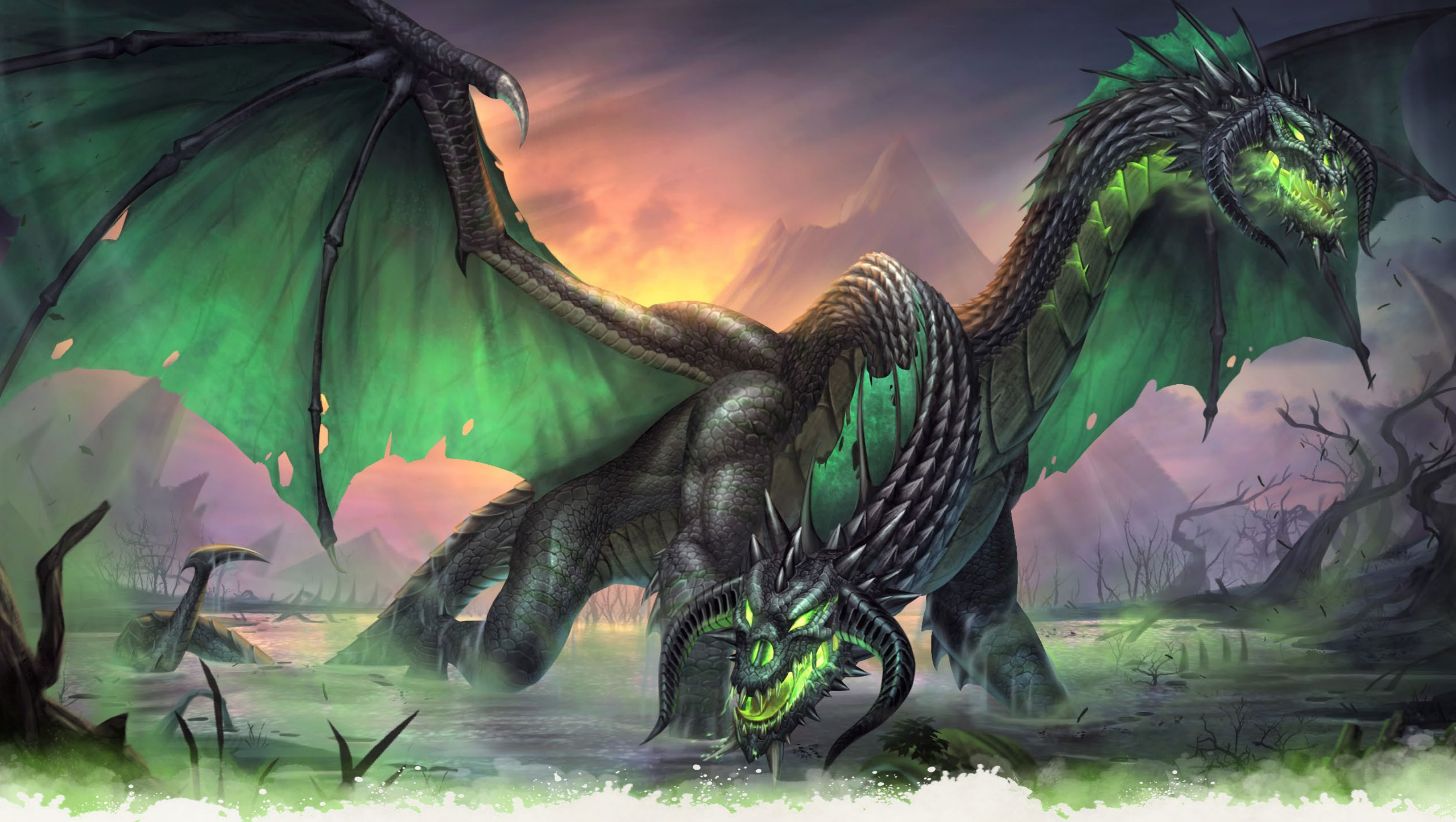
CALASTRYX, A THREE-HEADED RED DRAGON, DEFENDS HER LAIR.

DRAGONS, MULTI-HEADED

MULTI-HEADED DRAGONS

Multi-headed dragons, sometimes called polycephalic dragons by scholars and wizards, are extremely rare and dangerous dragons. Unlike the dracohydras that were created through arcane experiments, multiheaded or polycephalic dragons were either already born that way or created by Tiamat herself.

Multiple Personalities. Each head of the dragon can share the same personalities or are entirely different from each other. One can be dominant over the others, or each head sees the other ones as their equals.



Two-Headed Dragon Template

Two-headed dragons are very rare. The most notable two-headed dragon was Zz'Pzora, a purple dragon that lived in the Underdark near the city of Menzoberranzan.

A two-headed dragon retains its statistics except as described below.

Multi-Headed. The dragon has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. For each head the dragon has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Hit Points. Increase the dragon's hit dice by 1.

Challenge Rating. Increase the dragon's CR by 1.

Breath Attack. The recharge rate becomes Recharge 4-6.

New Action: Multiattack (Wyrmling Only). The dragon makes two Bite attacks.

New Action: Multiattack (Juvenile to Young). The dragon makes two Bite attacks and two Claw attacks.

New Action: Multiattack (Young Adult). The dragon can use its Frightful Presence. It then makes two Bite attacks and two Claw attacks.

An adult or older dragon loses its legendary action Tail Attack. It gains the following changes:

New Action: Multiattack. The dragon can use its Frightful Presence. It then makes two Claw attacks and one Tail attack.

Legendary Actions. The dragon can take 4 legendary actions.

New Legendary Action: Energy Breath (Costs 2 Actions). The dragon uses Energy Breath, if available.

New Legendary Action: Bite (Costs 2 Actions). The dragon makes a Bite attack.

Two-Headed Young Black Dragon

Large Dragon, typically Chaotic Evil

Armor Class 18 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +5, Con +6, Wis +3, Cha +5
Skills Perception +6, Stealth +5
Damage Immunities acid
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16
Languages Draconic
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Amphibious. The dragon can breathe air and water.

Multi-Headed. The dragon has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. For each head the dragon has beyond one, it gets an extra reaction that can be used only for opportunity attacks..

Actions

Multiattack. The dragon makes two Bite attacks and two Claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) acid damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Acid Breath (Recharge 4–6). The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.

Two-Headed Adult Black Dragon

Huge Dragon, typically Chaotic Evil

Armor Class 19 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +7, Con +10, Wis +6, Cha +8
Skills Perception +11, Stealth +7
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21
Languages Common, Draconic
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Multi-Headed. The dragon has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. For each head the dragon has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes two Claw attacks and one Tail attack.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) acid damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 4–6). The dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Acid Breath (Costs 2 Actions). The dragon uses Acid Breath, if available.
Bite (Costs 2 Actions). The dragon makes a Bite attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Two-Headed Ancient Black Dragon

Gargantuan Dragon, typically Chaotic Evil

Armor Class 22 (natural armor)
Hit Points 385 (22d20 + 154)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +9, Con +14, Wis +9, Cha +11
Skills Perception +16, Stealth +9
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Common, Draconic
Challenge 22 (41,000 XP) **Proficiency Bonus** +7

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Multi-Headed. The dragon has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. For each head the dragon has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes two Claw attacks and one Tail attack.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) acid damage.

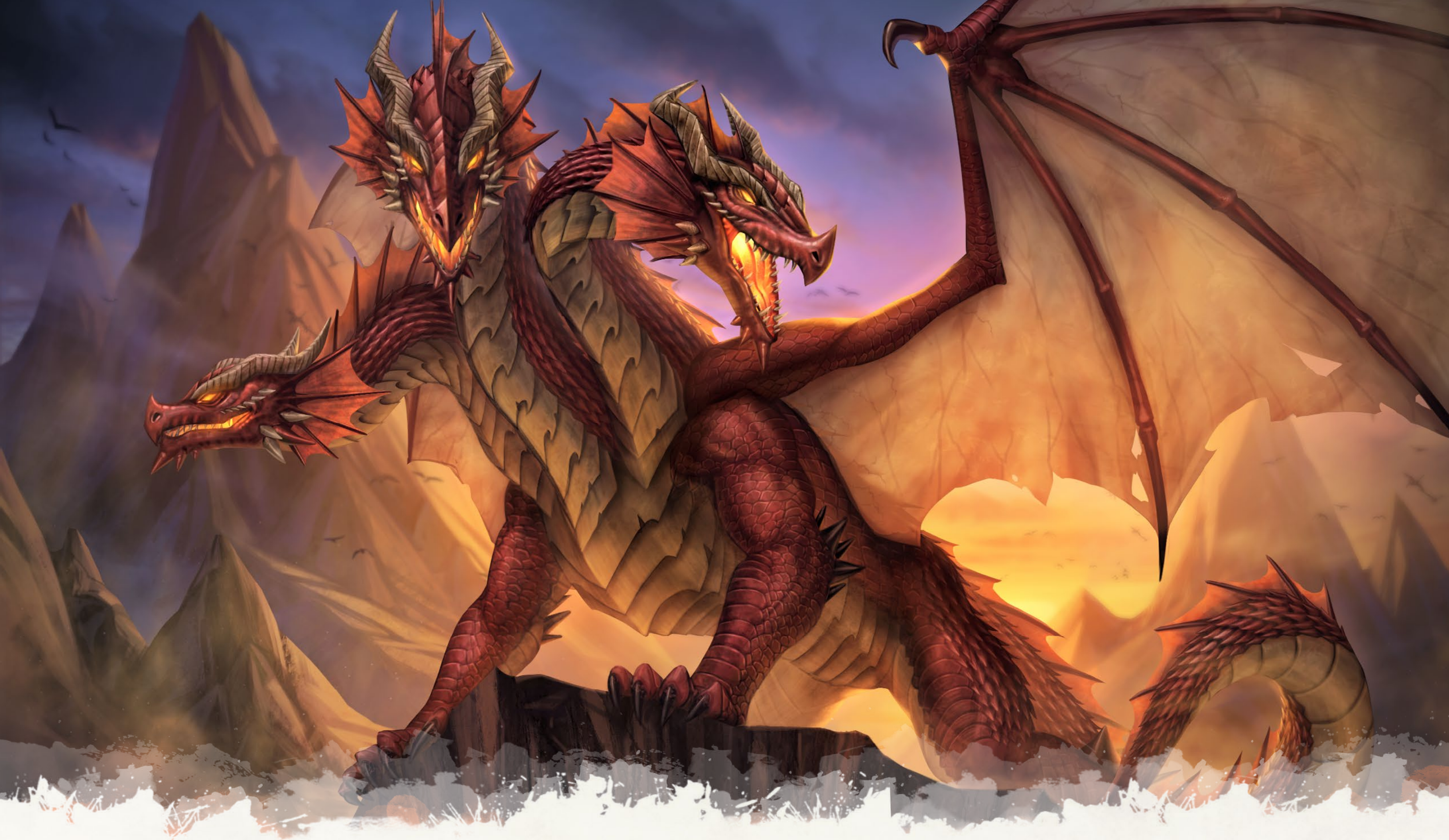
Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 4–6). The dragon exhales acid in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 67 (15d8) acid damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Acid Breath (Costs 2 Actions). The dragon uses Acid Breath, if available.
Bite (Costs 2 Actions). The dragon makes a Bite attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 +8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



THREE-HEADED DRAGON TEMPLATE

Only a few dragons have been born with three heads. Among the most notable ones were Calastryx, Dzalmus, and Malystrix. Whether these were fluke mutations or divine interventions by Tiamat is unknown.

When a dragon is born with two extra heads, it retains its statistics except as described below.

Multi-Headed. The dragon has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. For each head the dragon has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Hit Points. Increase the dragon's hit dice by 2.

Challenge Rating. Increase the dragon's CR by 2.

Breath Attack. The recharge rate becomes Recharge 3-6.

New Action: Multiattack (Wyrmling Only). The dragon makes three Bite attacks.

New Action: Multiattack (Juvenile to Young). The dragon makes three Bite attacks and two Claw attacks.

New Action: Multiattack (Young Adult). The dragon can use its Frightful Presence. It then makes three Bite attacks and two Claw attacks.

An adult or older dragon loses its legendary action Tail Attack. It gains the following features:

New Action: Multiattack. The dragon can use its Frightful Presence. It then makes two Claw attacks and one Tail attack.

New Legendary Action: Energy Breath. The dragon uses Energy Breath, if available.

New Legendary Action: Bite. The dragon makes a Bite attack.

New Legendary Action: Wing Attack. Wing attack will only cost 1 action.

THREE-HEADED YOUNG RED DRAGON

Large Dragon, typically Chaotic Evil

Armor Class 18 (natural armor)
Hit Points 199 (19d10 + 95)
Speed 40 ft., climb 80 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8
Skills Perception +8, Stealth +4
Damage Immunities fire
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Draconic
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Multi-Headed. The dragon has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. For each head the dragon has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

ACTIONS

Multiattack. The dragon makes three Bite attacks and two Claw attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 3 (1d6) fire damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Fire Breath (Recharge 3–6). The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

THREE-HEADED ADULT RED DRAGON

Huge Dragon, typically Chaotic Evil

Armor Class 19 (natural armor)
Hit Points 283 (21d12 + 147)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +6, Con +13, Wis +7, Cha +11
Skills Perception +13, Stealth +6
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23
Languages Common, Draconic
Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Multi-Headed. The dragon has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. For each head the dragon has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes two Claw attacks and one Tail attack.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 3–6). The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Bite. The dragon makes a Bite attack.
Fire Breath. The dragon uses Fire Breath, if available.
Wing Attack. The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

THREE-HEADED ANCIENT RED DRAGON

Gargantuan Dragon, typically Chaotic Evil

Armor Class 22 (natural armor)
Hit Points 585 (30d20 + 270)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	18 (+4)	15 (+2)	23 (+6)

Saving Throws Dex +8, Con +17, Wis +10, Cha +14
Skills Perception +16, Stealth +7
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Common, Draconic
Challenge 26 (90,000 XP) **Proficiency Bonus** +8

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Multi-Headed. The dragon has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. For each head the dragon has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes two Claw attacks and one Tail attack.

Claw. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 14 (4d6) fire damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 3–6). The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 25 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Bite. The dragon makes a Bite attack.
Fire Breath. The dragon uses Fire Breath, if available.
Wing Attack. The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 26 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Favored Dragon of Tiamat Template

In the very rare event that a juvenile or older dragon earns the favor of Tiamat, the Dragon Queen can imbue the dragon with a part of her essence as a divine gift. The dragon manifests two additional heads and becomes a Favored of Tiamat. Such dragons are extremely rare and are revered and protected by the Church of Tiamat and the Cult of the Dragon.

To create a template, follow the steps below:

1. Determine the base chromatic dragon type (standard five only).
2. Determine two other different chromatic dragon types for the other two heads (standard five only). None of the three heads should be of the same type.
3. The dragon loses the following actions: Bite, Breath Attack. If the dragon has legendary actions, it loses the following legendary actions: Detect, Tail Attack, and Wing Attack.
4. It retains all of its other statistics and lair actions, except as described below:

Multi-Headed. The dragon has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. For each head the dragon has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Hit Points. Increase the dragon's hit dice by 3.

Challenge Rating. Increase the dragon's CR by 3. Adjust all statistics that are affected by an increased proficiency bonus.

Damage Immunities The dragon gains the damage immunities of each chromatic dragon type of head it has.

New Action: Multiattack (Juvenile, Young). The dragon makes two Claw attacks.

New Action: Multiattack (Young Adult). The dragon can use its Frightful Presence. It then makes two Claw attacks.

New Action: Multiattack (Adult, Old, Ancient). The dragon can use its Frightful Presence. It then makes three attacks: two with its Claw and one with its Tail.

Legendary Actions: The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of her turn.

The dragon's legendary action options are associated with its three dragon heads (a bite and a breath weapon for each). Once the dragon chooses a legendary action option for one of its heads, it can't choose another one associated with that head until the start of its next turn.

Legendary Resistance (Juvenile, Young, Young Adult): The dragon gains Legendary Resistance (3/Day).

New Legendary Action: Bite. The dragon makes a Bite attack. List the base dragon bite damage plus the two other chromatic dragon bite damage of the same age.

New Legendary Action: Energy Breath (Costs 2 Actions). The dragon uses Energy Breath, if available. The shape and range of the breath attack of each head is determined by its age and color. List for each dragon head. The damage is determined below:

Juvenile. Black 27 (6d8) acid; Blue 27 (5d10) lightning; Green 24 (7d6) poison; Red 28 (8d6) fire; White 22 (5d8) cold.

Young. Black 31 (7d8) acid; Blue 33 (6d10) lightning; Green 28 (8d6) poison; Red 31 (9d6) fire; White 27 (6d8) cold.

Young Adult. Black 36 (8d8) acid; Blue 38 (7d10) lightning; Green 31 (9d6) poison; Red 35 (10d6) fire; White 31 (7d8) cold.

Adult. Black 45 (10d8) acid; Blue 49 (9d10) lightning; Green 38 (11d6) poison; Red 42 (12d6) fire; White 40 (9d8) cold.

Old. Black 54 (12d8) acid; Blue 60 (11d10) lightning; Green 45 (13d6) poison; Red 52 (15d6) fire; White 49 (11d8) cold.

Ancient. Black 63 (14d8) acid; Blue 71 (13d10) lightning; Green 52 (15d6) poison; Red 59 (17d6) fire; White 58 (13d8) cold.

Favored Young Dragon of Tiamat

Large Dragon, typically Chaotic Evil

Armor Class 18 (natural armor)
Hit Points 210 (20d10 + 100)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +5, Con +10, Wis +5, Cha +9
Skills Perception +10, Stealth +5
Damage Immunities cold, fire, lightning
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20
Languages Common, Draconic
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Multi-Headed. The dragon has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. For each head the dragon has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Actions

Multiattack. The dragon makes two Claw attacks.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of her turn.

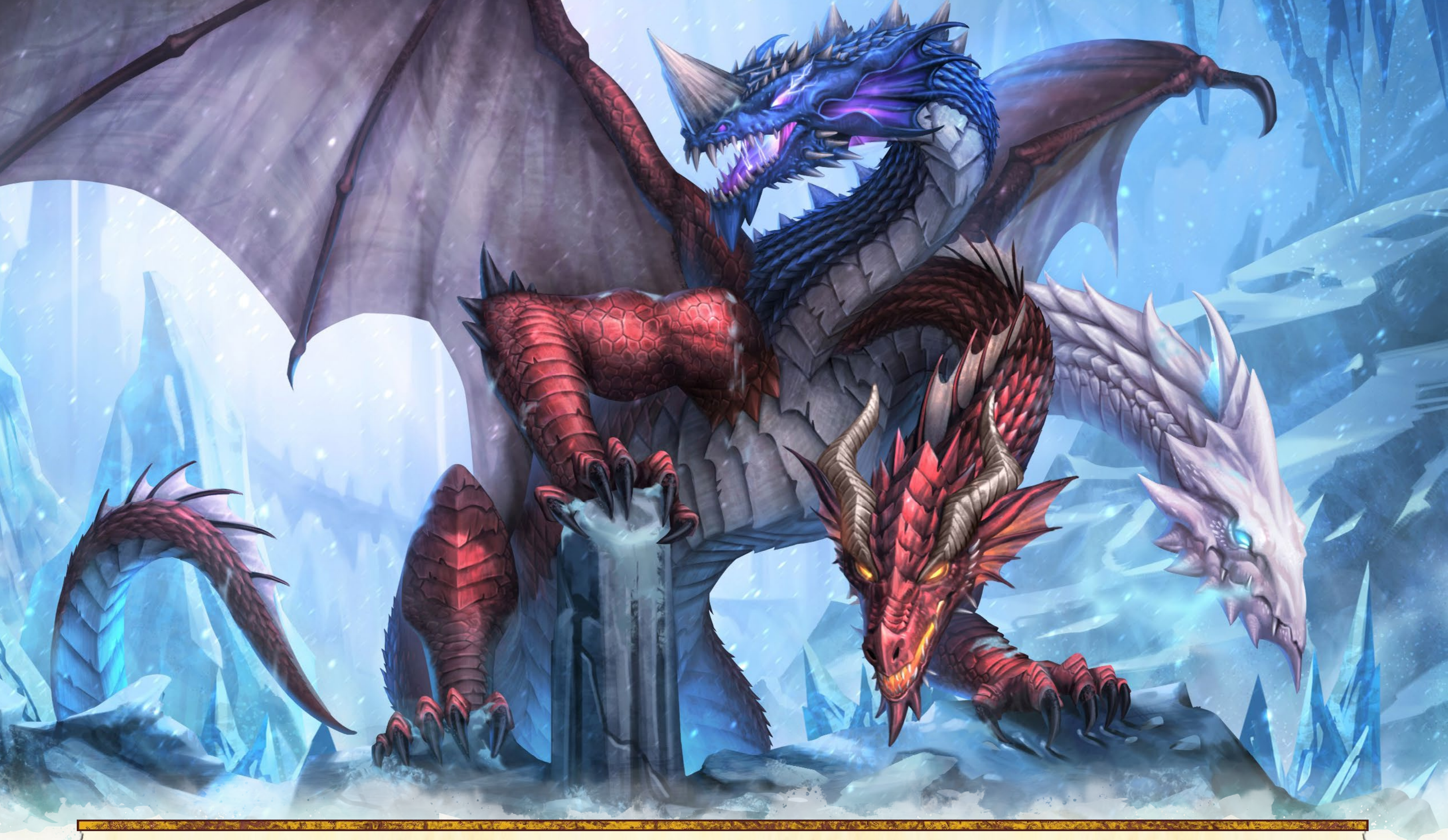
The dragon's legendary action options are associated with its three dragon heads (a bite and a breath weapon for each). Once the dragon chooses a legendary action option for one of its heads, it can't choose another one associated with that head until the start of its next turn.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage plus 3 (1d6) lightning damage (blue dragon head), fire damage (red dragon head), or cold damage (white dragon head).

Blue Dragon Head: Lightning Breath (Costs 2 Actions). The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 33 (6d10) lightning damage on a failed save, or half as much damage on a successful one. Once this breath weapon is used, the dragon can't use it again until all other breath weapon have been used.

Red Dragon Head: Fire Breath (Costs 2 Actions). The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 31 (9d6) fire damage on a failed save, or half as much damage on a successful one. Once this breath weapon is used, the dragon can't use it again until all other breath weapon have been used.

White Dragon Head: Cold Breath (Costs 2 Actions). The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 27 (6d8) cold damage on a failed save, or half as much damage on a successful one. Once this breath weapon is used, the dragon can't use it again until all other breath weapon have been used.



Favored Adult Dragon of Tiamat

Huge Dragon, typically Chaotic Evil

Armor Class 19 (natural armor)
Hit Points 297 (22d12 + 154)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +6, Con +13, Wis +7, Cha +11
Skills Perception +13, Stealth +6
Damage Immunities cold, fire, lightning
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23
Languages Common, Draconic
Challenge 20 (25,000 XP) **Proficiency Bonus** +6

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Multi-Headed. The dragon has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. For each head the dragon has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: two with its Claw and one with its Tail.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of her turn.

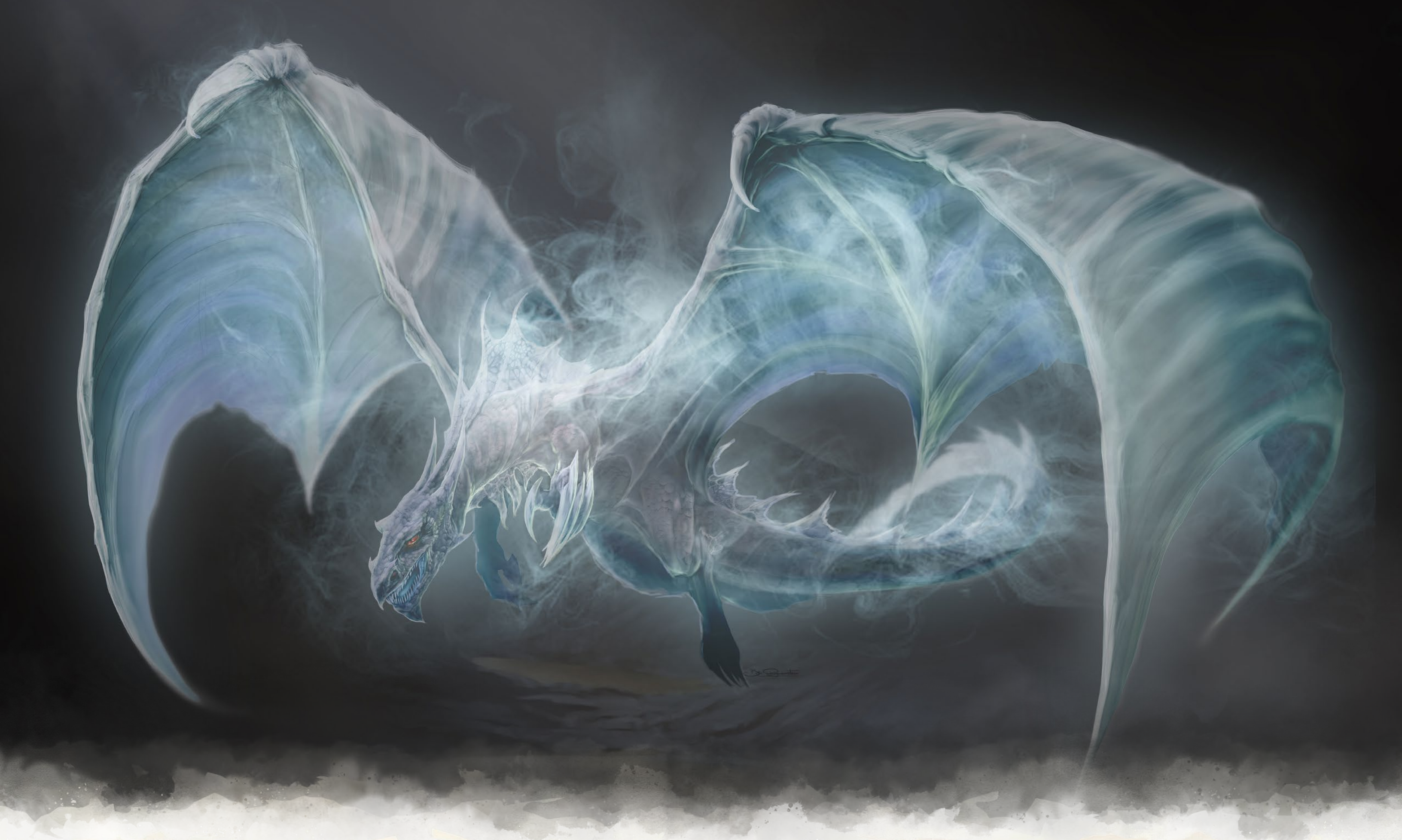
The dragon's legendary action options are associated with its three dragon heads (a bite and a breath weapon for each). Once the dragon chooses a legendary action option for one of its heads, it can't choose another one associated with that head until the start of it's next turn.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) slashing damage plus 7 (2d6) lightning damage (blue dragon head), fire damage (red dragon head), or cold damage (white dragon head).

Blue Dragon Head: Lightning Breath (Costs 2 Actions). The dragon exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 49 (9d10) lightning damage on a failed save, or half as much damage on a successful one. Once this breath weapon is used, the dragon can't use it again until all other breath weapon have been used.

Red Dragon Head: Fire Breath (Costs 2 Actions). The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one. Once this breath weapon is used, the dragon can't use it again until all other breath weapon have been used.

White Dragon Head: Cold Breath (Costs 2 Actions). The dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 40 (9d8) cold damage on a failed save, or half as much damage on a successful one. Once this breath weapon is used, the dragon can't use it again until all other breath weapon have been used.



DRAGON, SPECTRAL

SPECTRAL DRAGON TEMPLATE

When a dragon dies and for some reason has been prevented from passing to the afterlife, it may become cursed and rise as an undead known as a spectral dragon. One famous spectral dragon was Ghaulantatra, a white dragon who lived in the mountains to the north of the High Gap in the Savage Frontier.

The spectral dragon retains its statistics except as described below. The dragon loses any trait, such as Amphibious, that assumes a living physiology. The spectral dragon might retain or lose any or all of its lair actions or inherit new ones, as the DM sees fit.

Type. The dragon's type changes from dragon to undead, and it no longer requires air, food, drink, or sleep.

Speed. All of the dragon's speed types, except flight, is set to 0. Its fly speed gains (hover).

Strength. The dragon's Strength score is set to 6.

Dexterity. The dragon's Dexterity score is increased by 4.

Charisma. If the dragon's age is younger than Adult, the Charisma score is increased by 2. If the dragon's age is Adult or older, the Charisma score is increased by 4.

AC. The dragon's AC is set to 10 + the dragon's Dexterity modifier.

Damage Resistance. The dragon has resistance to acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks.

Damage Immunities. The dragon has immunity to necrotic and poison. It also retains any immunities it had prior to becoming a spectral dragon.

Condition Immunities. The dragon can't be charmed, frightened, grappled, knocked prone, knocked unconscious, paralyzed, petrified, poisoned, or restrained. It also doesn't suffer from exhaustion.

Challenge Rating. If the dragon's original CR is 5 or less, increase it by 2. If its CR is higher than 5 and less than 11, increase it by 1. If its CR is 11 or higher, it remains unchanged.

Incorporeal Movement. The dragon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the dragon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

New Action: Bite. The dragon's Bite attack now becomes a (Charisma-based) Melee Spell Attack that deals necrotic damage instead of piercing damage. In addition, when a creature is hit by the dragon's bite and takes necrotic damage, it must succeed on a Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. The save DC is equal to 8 + the dragon's proficiency bonus + the dragon's Dexterity modifier. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

New Action: Claw. The dragon's Claw attack now becomes a (Charisma-based) Melee Spell Attack that deals necrotic damage instead of slashing damage.

New Action: Tail. The dragon's Tail attack now becomes a (Charisma-based) Melee Spell Attack that deals necrotic damage instead of slashing damage.

New Legendary Action: Wing Attack. The dragon's Wing attack becomes Charisma based.

New Action: Necrotic Energy Breath. Any damage-dealing breath weapon possessed by the dragon now deals half necrotic damage and half of its original damage type. A humanoid reduced to 0 hit points by this damage dies, and an undead specter rises from its corpse and acts immediately after the dragon in the initiative count. The specter is under the dragon's control.

YOUNG WHITE SPECTRAL DRAGON

Large Undead, typically Chaotic Evil

Armor Class 12
Hit Points 133 (14d10 + 56)
Speed 0 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	18 (+4)	6 (-2)	11 (+0)	14 (+2)

Saving Throws Dex +5, Con +7, Wis +3, Cha +5
Skills Perception +6, Stealth +5
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16
Languages Common, Draconic
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Incorporeal Movement. The dragon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the dragon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Spell Attack*: +5 to hit, reach 10 ft., one target. *Hit:* 13 (2d10 + 2) necrotic damage plus 4 (1d8) cold damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claw. *Melee Spell Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) necrotic damage.

Necrotic Cold Breath (Recharge 5–6). The dragon exhales an icy necrotic blast in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 22 (5d8) cold damage and 22 (5d8) necrotic damage on a failed save, or half as much damage on a successful one.

ADULT GREEN SPECTRAL DRAGON

Huge Undead, typically Lawful Evil

Armor Class 13
Hit Points 207 (18d12 + 90)
Speed 0 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	21 (+5)	18 (+4)	15 (+2)	21 (+5)

Saving Throws Dex +8, Con +10, Wis +7, Cha +10
Skills Deception +10, Insight +7, Perception +12, Persuasion +10, Stealth +8
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Common, Draconic
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Incorporeal Movement. The spectral dragon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Sunlight Sensitivity. While in sunlight, the spectral dragon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) necrotic damage plus 7 (2d6) poison damage. The target must succeed on a DC 19 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claw. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) necrotic damage.

Tail. *Melee Weapon Attack*: +10 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) necrotic damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Necrotic Poison Breath (Recharge 5–6). The dragon exhales necrotic poisonous gas in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 28 (8d6) necrotic damage and 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a Tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 18 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

DRIDERS

DARK SNIPER

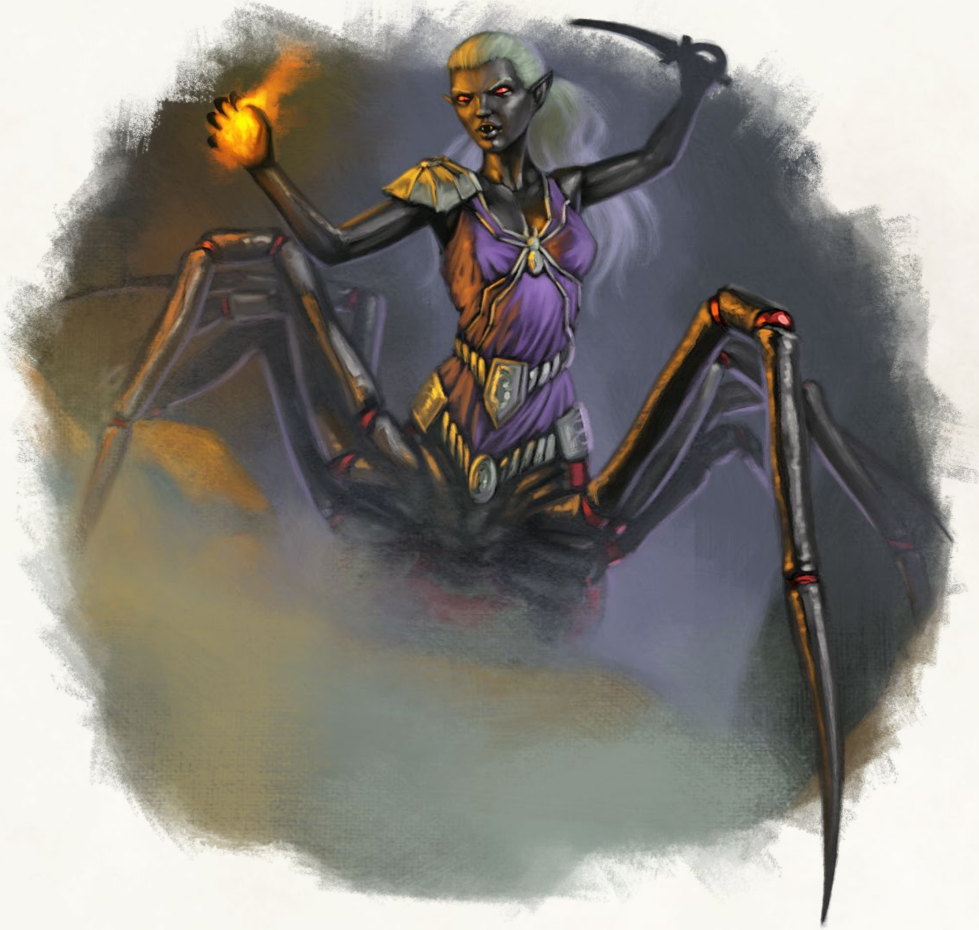
The dark sniper is an elite archer that specializes in taking down enemies from afar while under cover of darkness. It waits while hanging from the ceiling until it gets a clear shot at its target. After firing, it immediately retreats behind stalactites and hides within the shadows.

SPIDERLORD

The cunning spiderlord is a unique drider favored by Lolth. It is able to summon a variety of spiders that do its bidding. The drider also has the ability to wrap its victims with thick webbing, trapping them inside a tough web cocoon.

WAR MAGE

These crafty driders are warrior wizards that can fluidly weave their melee attacks with spellcasting, making them versatile and dangerous opponents.



DRIDER DARK SNIPER

Large Monstrosity, typically Chaotic Evil

Armor Class 20 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	18 (+4)	13 (+1)	16 (+3)	12 (+1)

Skills Perception +6, Stealth +10
Senses darkvision 120 ft., passive Perception 16
Languages Elvish, Undercommon
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Fey Ancestry. The drider has advantage on saving throws against being charmed, and magic can't put the drider to sleep.

Spider Climb. The drider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sharpshooter. The drider's ranged weapon attacks ignore half cover and three-quarters cover and attacking at long range doesn't impose disadvantage on the drider's ranged weapon attack rolls.

Sunlight Sensitivity. While in sunlight, the drider has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Web Walker. The drider ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The drider makes three attacks, either with its Rapier or its Longbow. It can replace one of those attacks with a Bite attack.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage plus 9 (2d8) poison damage.

Rapier. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 4 (1d8) poison damage.

Spellcasting. The drider casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 14):

At will: *dancing lights*
1/day each: *darkness, faerie fire*

BONUS ACTIONS

Stealthy. The drider takes the Hide action.

Steady Aim (3/Day). The drider takes careful aim at a creature it can see within range of its ranged weapon. Until the end of its turn, the drider deals an extra 10 (3d6) damage with each of its ranged weapon attacks against the target.

Drider Spiderlord

Large Monstrosity, typically Chaotic Evil

Armor Class 20 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	18 (+4)	13 (+1)	16 (+3)	12 (+1)

Saving Throws Dex +8, Wis +7
Skills Perception +7, Stealth +12
Senses darkvision 120 ft., passive Perception 17
Languages Elvish, Undercommon
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Fey Ancestry. The drider has advantage on saving throws against being charmed, and magic can't put the drider to sleep.

Legendary Resistance (1/Day). If the drider fails a saving throw, it can choose to succeed instead.

Spider Climb. The drider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Sensitivity. While in sunlight, the drider has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Web Walker. The drider ignores movement restrictions caused by webbing.

Actions

Multiattack. The drider makes three attacks: either with its Pike or its Longbow. It can replace one of those attacks with a Bite attack or Web Cocoon, if available.

Bite. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage plus 9 (2d8) poison damage. If the target is not immune to poison, it must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Pike. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 120/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 4 (1d8) poison damage.

Spellcasting. The drider casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 15):

At will: *dancing lights*
1/day each: *darkness, faerie fire*

Web Cocoon (Recharge 5–6). The drider targets a creature it can see within 5 feet of it. The target must succeed on a DC 16 Strength saving throw. On a failed save, the target is restrained by very thick webbing. As an action, the restrained target can make a DC 16 Strength check with disadvantage on the roll, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 15; hp 50; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Summon Spider (Recharges after a Short or Long Rest). The drider summons 2d6 giant wolf spiders or 1d3 giant spiders. The spiders appear in unoccupied spaces within 30 feet of the drider and acts as its allies. The spiders act right after the drider on the same initiative count and fight until they're destroyed. They remain for 1 hour, until they or the drider dies, or until the drider dismisses them as an action.

Legendary Actions

The drider can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The drider regains spent legendary actions at the start of its turn.

Crawl. The drider moves up to half its speed.

Command Spider. The drider targets one allied spider it can see within 30 feet of it. If the target can see and hear the drider, the target can use its reaction to make one weapon attack or move up to its speed.

Attack (Costs 2 Actions). The drider makes a melee or ranged attack.

Drider War Mage

Large Monstrosity, typically Chaotic Evil

Armor Class 20 (natural armor)
Hit Points 142 (15d8 + 60)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	18 (+4)	16 (+3)	14 (+2)	12 (+1)

Skills Perception +5, Stealth +10
Senses darkvision 120 ft., passive Perception 15
Languages Elvish, Undercommon
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Fey Ancestry. The drider has advantage on saving throws against being charmed, and magic can't put the drider to sleep.

Spider Climb. The drider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Sensitivity. While in sunlight, the drider has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Web Walker. The drider ignores movement restrictions caused by webbing.

Actions

Multiattack. The drider makes three Rapier attacks. It can replace one of those attacks with a Bite attack. Alternatively, it can make one Rapier attack and cast one spell that takes 1 action to cast.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage plus 9 (2d8) poison damage.

Rapier. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Spellcasting. The drider casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 14, + 6 to hit with spell attacks):

At will: *chill touch* (2d8), *dancing lights, green-flame blade* (extra 1d8 and 1d8 + 3), *mage hand, poison spray* (2d12)
1/day each: *absorb elements, darkness, dispel magic, faerie fire, fireball, lightning bolt, mirror image, shield, web*

DRUJ

DRUJ

A druj is an undead creature who was once a depraved humanoid high priest of a vile deity of death or demon lord (such as Bhaal, Demogorgon, Orcus, Myrkul, Shar, or Vecna). Its life ended before it could achieve its purpose or goals set by its god, dying from a horrific death that nearly resulted in the destruction of its entire body. Its dark god bound the priest's accursed spirit to its remaining body part - a head, gouged eyeball, or dismembered hand, and transformed it into a druj.

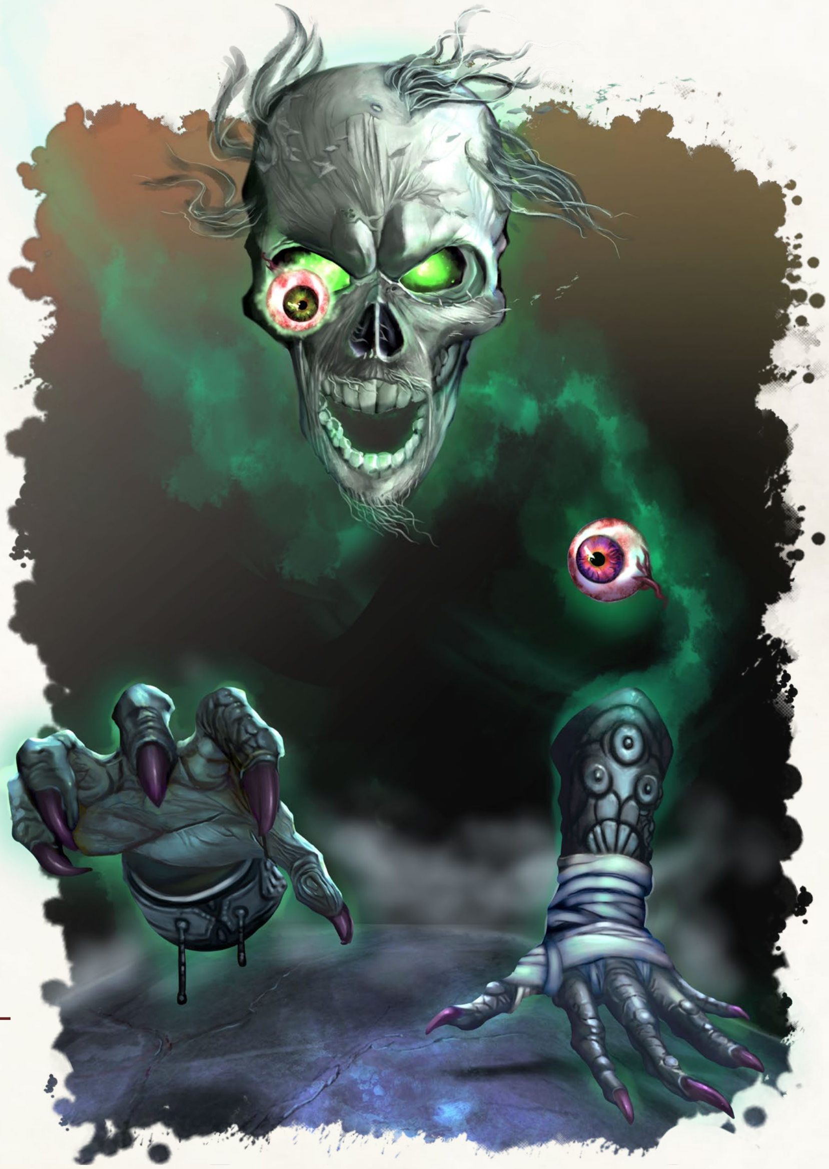
Agent of Annihilation. Once born, a druj sets out to complete its goals, including eradicating what it now hates above all else - the living, especially the ones that slew its mortal form. No matter what form it takes, a druj's presence and touch can drain the life of the living unfortunate enough to be caught close to it. It is resistant to magic and nonmagical attacks and can see invisible and hidden things and those existing in the Ethereal Plane. It travels only at night as it abhors and avoids daylight. A druj haunts temple ruins, catacombs, crypts, and graveyards, often attracting undead servitors such as skeletons, zombies, ghouls, and wights.

Troupe of Doom. A druj is almost often encountered singly. However, a more powerful entity - such as a demon, death knight, or lich, can command a few druj to work together as a team. These dangerous druj groups can be comprised of a head with two eyes, a head accompanied by two claws, or a head with two eyes and two claws.

Undead Nature. A druj doesn't require air, food, drink, or sleep.

CLAW

The least powerful of its forms, the druj spirit bound to its hand appears as a hideous-looking claw. In combat, it uses its spells to sow confusion before crawling and pouncing on its victim, grabbing its neck and draining it until it is dead.



DRUJ CLAW

Tiny Undead, typically Chaotic Evil

Armor Class 12
Hit Points 108 (24d4 + 48)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	13 (+1)	17 (+3)	15 (+2)

Saving Throws Wis +6, Cha +5
Skills Athletics +6, Perception +6, Stealth +8
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone
Senses truesight 60 ft., passive Perception 16
Languages the languages it knew in life but it can't speak
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Aura of Annihilation. The druj can activate or deactivate this feature as a bonus action. While active, the aura deals 5 necrotic damage to any creature that ends its turn within 30 feet of the druj. Undead and fiends ignore this effect.

Magic Resistance. The druj has advantage on saving throws against spells and other magical effects.

Spider Climb. The druj can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Sensitivity. While in sunlight, the druj has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning or slashing damage plus 13 (3d8) necrotic damage (druj's choice) and if the target is a creature, it is grappled (escape DC 13). Until this grapple ends, the druj can automatically hit the target with its Claw attack, and the druj can't attack another target. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the druj's control, unless the humanoid is restored to life or its body is destroyed. The druj can have no more than twelve zombies under its control at one time.

Spellcasting. The druj casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *animate dead, chill touch* (3d8), *darkness, silence*
1/day each: *confusion, contagion, finger of death*

EYE

The sinister druj eye appears as a sickly, almost diseased-looking eyeball with its attached veins trailing behind it. It moves by hovering before flitting about almost unseen to pick off its victims. It has a potent set of spells that can disrupt, perplex, and outright destroy its targets. Creatures foolish enough to be caught by its terrifying gaze are instantly paralyzed, gripped by supernatural fear.

DRUJ EYE

Tiny Undead, typically Chaotic Evil

Armor Class 14
Hit Points 90 (20d4 + 40)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	19 (+4)	14 (+2)	13 (+1)	17 (+3)	15 (+2)

Saving Throws Wis +6, Cha +5
Skills Perception +6, Stealth +10
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone
Senses truesight 60 ft., passive Perception 16
Languages the languages it knew in life but it can't speak
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Aura of Annihilation. The druj can activate or deactivate this feature as a bonus action. While active, the aura deals 5 necrotic damage to any creature that ends its turn within 30 feet of the druj. Undead and fiends ignore this effect.

Magic Resistance. The druj has advantage on saving throws against spells and other magical effects.

Sunlight Sensitivity. While in sunlight, the druj has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Life Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 17 (3d8 + 4) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the druj's control, unless the humanoid is restored to life or its body is destroyed. The druj can have no more than twelve zombies under its control at one time.

Terrifying Glare. The druj targets one creature it can see within 30 feet of it. If the target can see the druj, the target must succeed on a DC 13 Wisdom saving throw or be magically frightened for 1 minute. The frightened target is paralyzed. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spellcasting. The druj casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *animate dead, chill touch* (3d8), *darkness, silence*
1/day each: *charm monster, synaptic static, disintegrate*

HEAD

The druj head appears as a menacing decapitated head or skull of a humanoid corpse, with faint, greenish necrotic energy emanating from within its eye sockets. Like the druj eye, the druj head moves by hovering, darting in and out of shadows while attacking. The most powerful of its type, the druj head has devastating spells and the ability to unleash a bloodcurdling scream that can terrify those who hear it.

DRUJ HEAD

Tiny Undead, typically Chaotic Evil

Armor Class 13
Hit Points 143 (26d4 + 78)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	16 (+3)	14 (+2)	18 (+4)	15 (+2)

Saving Throws Wis +8, Cha +6
Skills Perception +8, Stealth +7
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone
Senses truesight 60 ft., passive Perception 18
Languages the languages it knew in life
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Aura of Annihilation. The druj can activate or deactivate this feature as a bonus action. While active, the aura deals 5 necrotic damage to any creature that ends its turn within 30 feet of the druj. Undead and fiends ignore this effect.

Magic Resistance. The druj has advantage on saving throws against spells and other magical effects.

Sunlight Sensitivity. While in sunlight, the druj has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

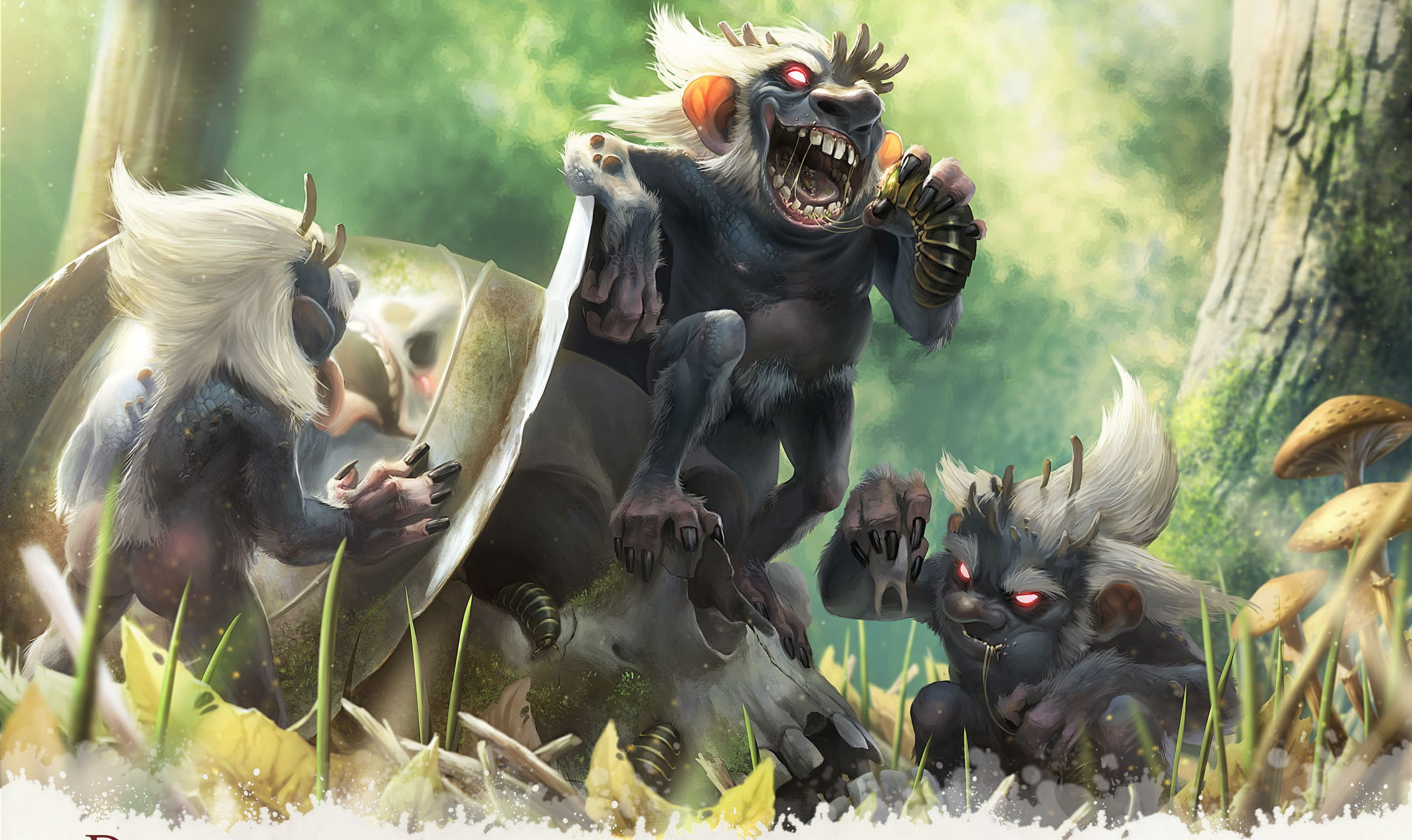
Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 22 (5d8) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the druj's control, unless the humanoid is restored to life or its body is destroyed. The druj can have no more than twelve zombies under its control at one time.

Spellcasting. The druj casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

At will: *animate dead, chill touch* (3d8), *darkness, silence*
1/day each: *telekinesis, power word pain, psychic scream*

Dreadful Scream (Recharge 5–6). The druj emits a bloodcurdling scream. Each creature that is neither a fiend nor an undead within 60 feet of the druj must make a DC 15 Wisdom saving throw or become frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to druj's Dreadful Scream for the next 24 hours.



DUWENDES

DUWENDES (DWEN-DEH)

Duwendes are tiny fey beings that are distantly related to gnomes. They stand no more than 6 inches tall and have bulbous noses, rat-like ears, and furry, leathery skin. Duwendes are carefree, inquisitive, self-indulgent, skittish, and whimsical creatures who live in the undergrowth of forests, fields, hills, and jungles. They can cast spells and converse with animals and plants. They are fond of mundane items, keepsakes, and tools humanoids use and go out of their way to collect them, sometimes sneaking into people's homes. They usually keep themselves hidden and invisible, but their reckless behaviors often place them at risk. There are three types of duwendes - dark, gray, and green. While each behaves differently, they generally tolerate each other's presence.

Earth Attuned. Although they aren't earth fey, duwendes appear to have a connection to the Elemental Plane of Earth and are cordial with creatures native or have strong ties to it, such as earth elementals, galeb duhr, and korreds. Duwendes build their homes underground, forming large mounds rising from the earth. Unfortunately, their homes resemble large termite hills, and many passersby have foolishly tried to destroy them, earning the ire of the duwende who resides in it. The offending creatures find themselves blinded, cursed, or unable to stop themselves from having endless fits of laughter.

Luck Giver. Duwendes are magical beings of chaos and have a natural ability to affect another person's luck. However, it depends on the duwende's nature and whim and its relationship to the person, on what kind of luck - good or bad, it will bestow to it.

DARK DUWENDE

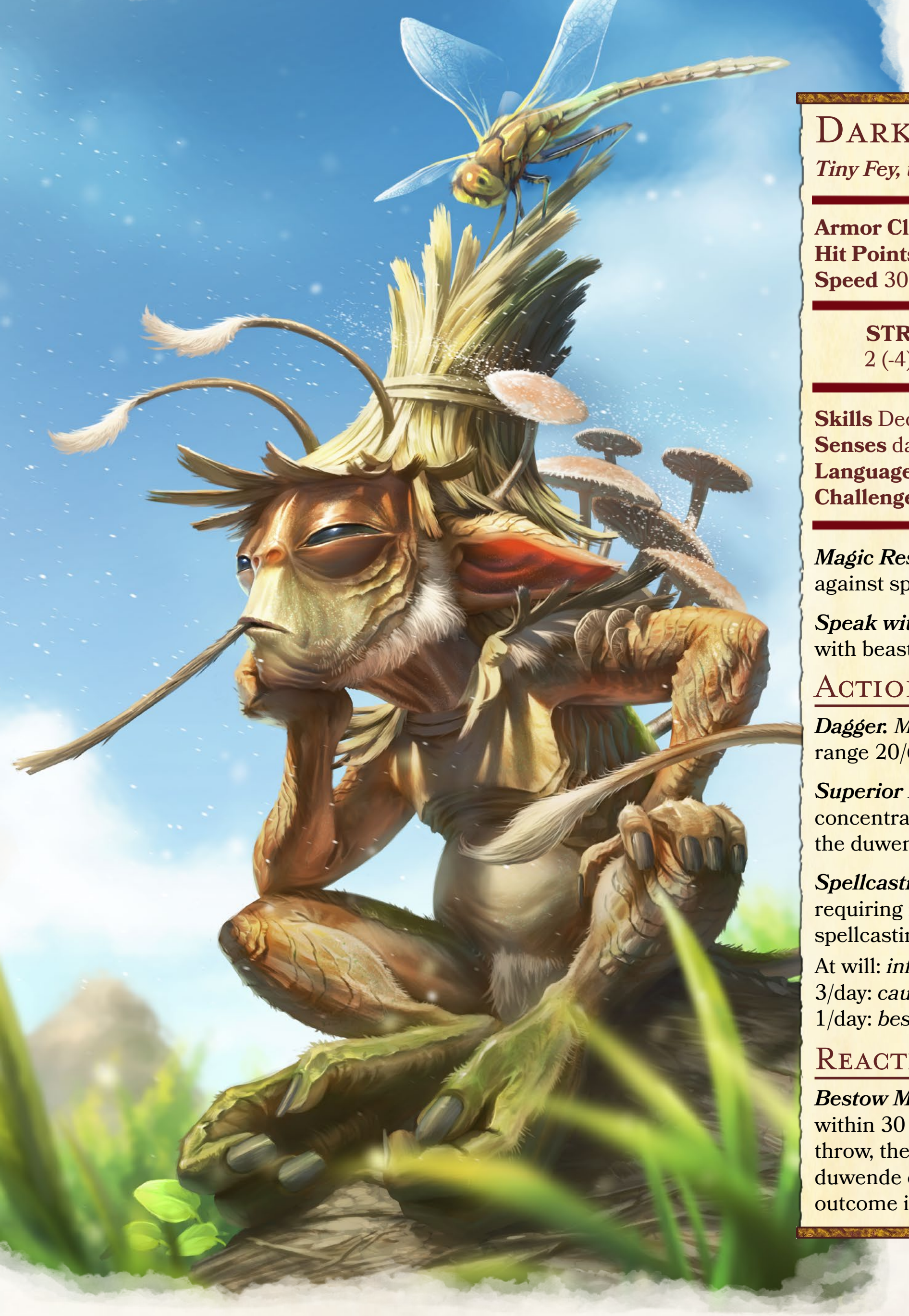
Dark duwendes are foul, misbegotten, and mischievous fey with fetid leathery hides resembling that of a rat's, with tufts of white hair and strange, fungus-like growths protruding from their heads and bodies. Dark duwendes live only to indulge themselves, delighting in wreaking havoc and spreading misery. They often burglarize people's homes and kidnap children to keep them as their slaves. Dark duwendes often serve powerful evil fey, such as hags, malignos, and agents of the Unseelie Court, as spies.

GRAY DUWENDE

A gray duwende, also called "nuno sa punso," which means old man of the mound, is the wisest of all duwendes and can live twice as long than its kin. It has a light to a grayish-brown fur coat and tufts of grayish-white hair growing from its head and wears clothes and hats made from straw and scraps of cloth. A gray duwende is a solitary, stubborn, and ill-tempered creature who cares nothing more than to be left alone in peace, usually spending its time planting crops on its fields or sitting on its mound contemplating. Anyone who trespasses into its lands, steals from its property, or even accidentally steps on it will suffer from the gray duwende's wrath unless they pay it a generous amount of treasure - which can be in the form of shiny, worthless baubles or sugary treats. If one shows respect and enough "treasure," they might be able to convince the gray duwende to share what it knows about the local history and geography.

GREEN DUWENDE

A green duwende appears covered in a coat of verdant fur, with tufts of greenish-white hair and tiny antlers growing from its head. It is a kind, friendly, and playful creature and often acts as shepherds to animals, treating their wounds and curing them of poison. The green duwende will only reveal itself to creatures it believes are good-natured, especially children which it adores, although it will not hesitate to aid anyone it meets that is wounded or sick. A green duwende helps like-minded druids and reveres diwatas, serving them as scouts and emissaries.



DARK DUWENDE

Tiny Fey, typically Chaotic Evil

Armor Class 13
Hit Points 7 (3d4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	10 (+0)	8 (-1)	14 (+2)	15 (+2)

Skills Deception +4, Sleight of Hand +5, Stealth +7
Senses darkvision 60 ft., passive Perception 12
Languages Sylvan, Terran
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Magic Resistance. The duwende has advantage on saving throws against spells and other magical effects.

Speak with Beasts and Plants. The duwende can communicate with beasts and plants as if they and the anito shared a language.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1 + 3) piercing damage.

Superior Invisibility. The duwende magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the duwende wears or carries is invisible with it.

Spellcasting. The duwende casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 12):

At will: *infestation, mage hand, minor illusion*
3/day: *cause fear, hex, sleep*
1/day: *bestow curse, crown of madness*

REACTIONS

Bestow Misfortune (3/Day). When a creature the duwende can see within 30 feet of it makes an attack roll, an ability check, or a saving throw, the duwende rolls a d10 and deducts it from the result. The duwende can make this choice after the roll is made but before the outcome is determined.

GRAY DUWENDE

Tiny Fey, typically Chaotic Neutral

Armor Class 13
Hit Points 10 (4d4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	10 (+0)	9 (-1)	16 (+3)	16 (+3)

Skills Deception +5, Perception +5, Stealth +7
Senses darkvision 60 ft., passive Perception 15
Languages Sylvan, Terran
Challenge 1/2 (100XP) **Proficiency Bonus** +2

Magic Resistance. The duwende has advantage on saving throws against spells and other magical effects.

Speak with Beasts and Plants. The duwende can communicate with beasts and plants as if they and the anito shared a language.

ACTIONS

Sling. *Ranged Weapon Attack:* +5 to hit, range 15/60 ft., one target. *Hit:* 4 (1 + 3) bludgeoning damage.

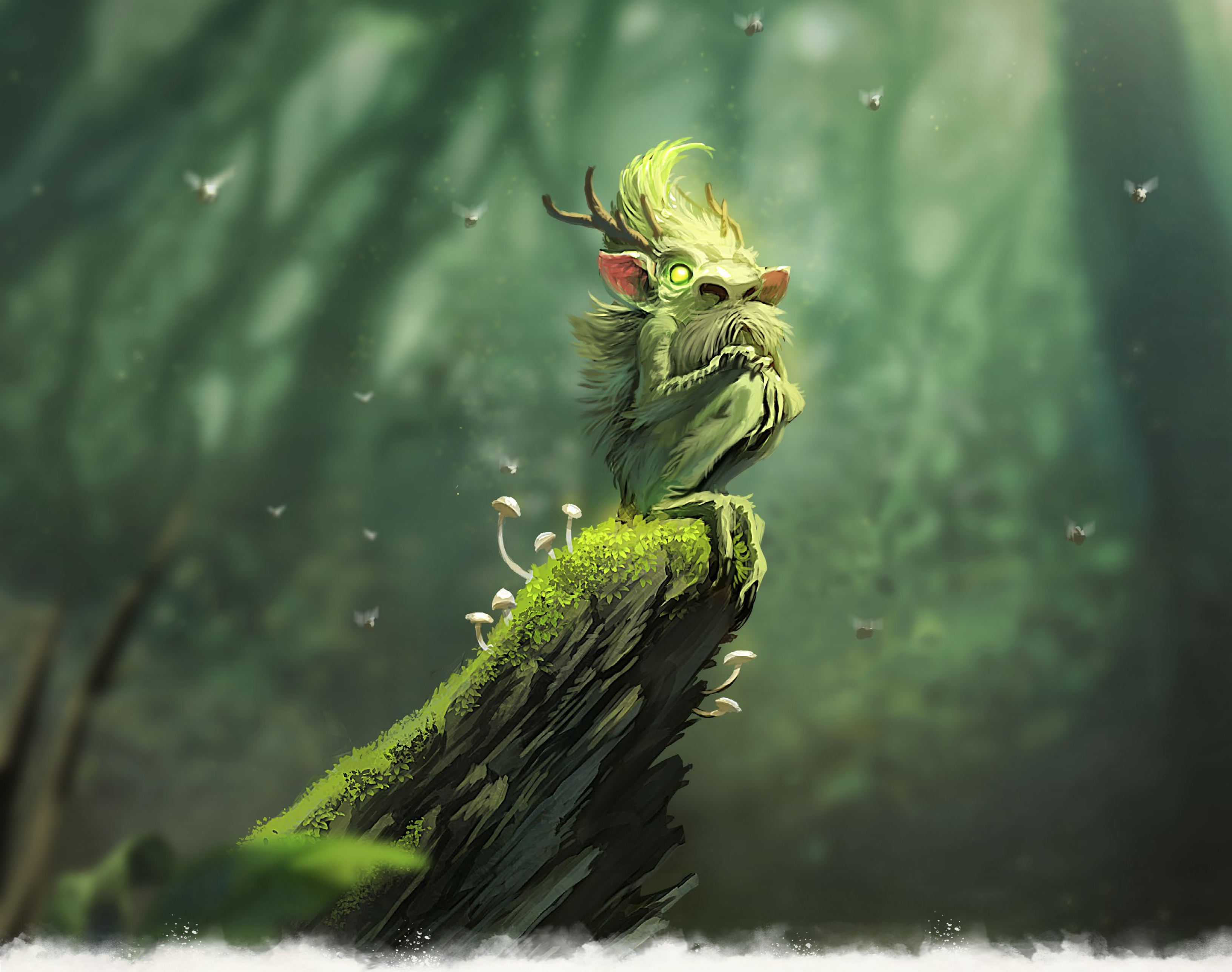
Superior Invisibility. The duwende magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the duwende wears or carries is invisible with it.

Spellcasting. The duwende casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *mage hand, minor illusion, vicious mockery*
3/day: *charm person, healing word, Tasha's hideous laughter*
1/day: *bestow curse, blindness/deafness*

REACTIONS

Alter Luck (3/Day). When a creature the duwende can see within 30 feet of it makes an attack roll, an ability check, or a saving throw, the duwende rolls a d10 and can choose to add it to or deduct it from the result. The duwende can make this choice after the roll is made but before the outcome is determined.



Green Duwende

Tiny Fey, typically Chaotic Good

Armor Class 13
Hit Points 5 (2d4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	10 (+0)	8 (-1)	14 (+2)	15 (+2)

Skills Perception +4, Stealth +7, Survival +4
Senses darkvision 60 ft., passive Perception 14
Languages Sylvan, Terran
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Magic Resistance. The duwende has advantage on saving throws against spells and other magical effects.

Speak with Beasts and Plants. The duwende can communicate with beasts and plants as if they and the anito shared a language.

Actions

Sling. *Ranged Weapon Attack:* +5 to hit, range 15/60 ft., one target. *Hit:* 4 (1 + 3) bludgeoning damage.

Superior Invisibility. The duwende magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the duwende wears or carries is invisible with it.

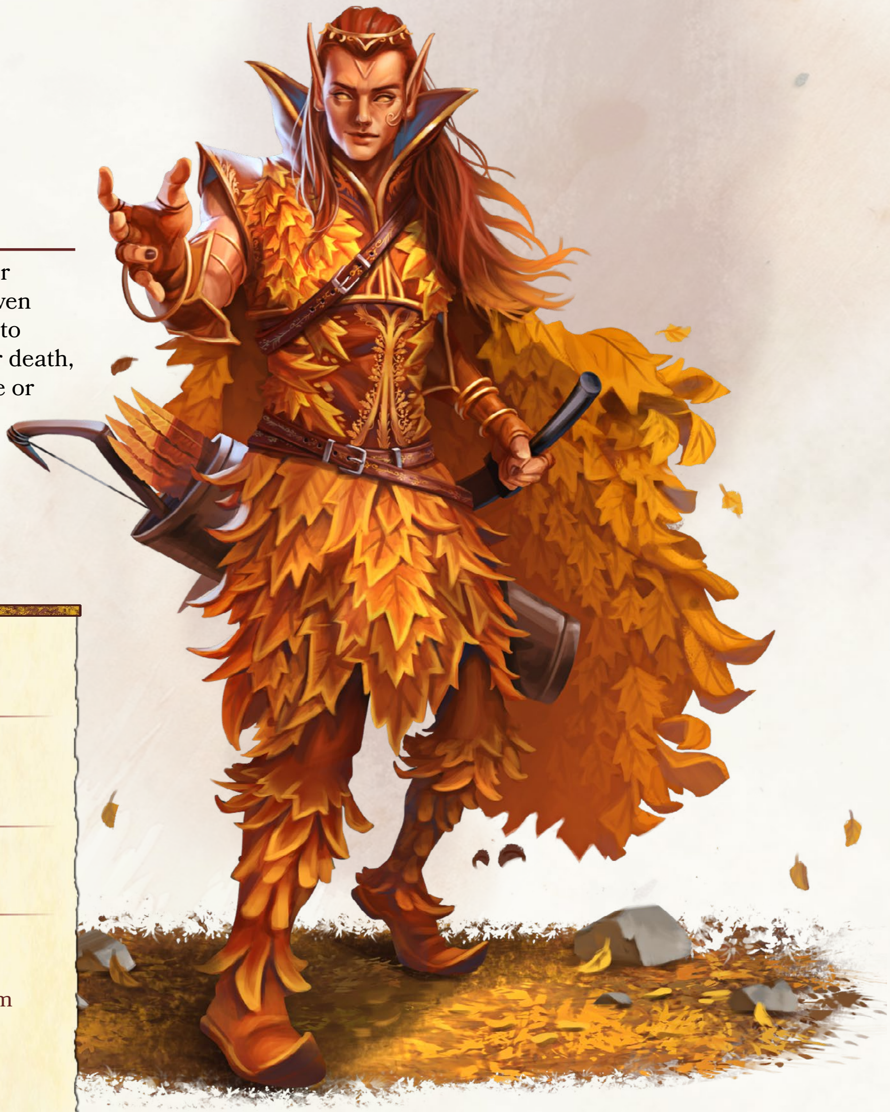
Spellcasting. The duwende casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 12):

At will: *druidcraft, magic stone, mending*
3/day: *entangle, goodberry, healing word*
1/day: *lesser restoration, protection from poison*

Reactions

Bestow Luck (3/Day). When a creature the duwende can see within 30 feet of it makes an attack roll, an ability check, or a saving throw, the duwende rolls a d10 and adds it to the result. The duwende can make this choice after the roll is made but before the outcome is determined.

Eladrin



Eladrin, Elder

Elder eladrin are powerful noble eladrin who rule over other eladrin in majestic Feywild cities filled with breathtaking elven architecture that are over a thousand years old. They strive to uphold the ideals of the Feywild in the hopes that after their death, they would reincarnate as Archfey or members of the Seelie or Unseelie Court.

Autumn Eladrin, Elder

Medium Fey (Elf), typically Chaotic Neutral

Armor Class 20 (natural armor)
Hit Points 180 (24d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	15 (+2)	18 (+4)	20 (+5)

Saving Throws Dex +9, Wis +9, Cha +10
Skills Insight +9, Medicine +9
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 14
Languages Common, Elvish, Sylvan
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Beguiling Strike. When the eladrin hits a creature with a weapon attack, it can choose to deal no damage. The creature has disadvantage to its saving throws against being charmed and enchantment spells until the end of the eladrin's next turn.

Enchanting Presence. Any non-eladrin creature that starts its turn within 60 feet of the eladrin must make a DC 18 Wisdom saving throw. On a failed save, the creature becomes charmed by the eladrin for 1 minute. On a successful save, the creature becomes immune to any eladrin's Enchanting Presence for 24 hours.

Whenever the eladrin deals damage to the charmed creature, the creature can repeat the saving throw, ending the effect on itself on a success.

Magic Resistance. The eladrin has advantage on saving throws against spells and other magical effects.

Spell Penetration. When the eladrin casts a spell and is interrupted by an enemy's counterspell, treat the spell's level as 3 levels higher.

Actions

Multiattack. The eladrin makes two weapon attacks. The eladrin can cast one spell in place of one of these attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands, plus 27 (6d8) psychic damage.

Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 27 (6d8) psychic damage.

Spellcasting. The eladrin casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18):

At will: *calm emotions, hold person, sleep, suggestion*
3/day each: *beacon of hope, cure wounds* (as a 5th-level spell), *lesser restoration*
1/day each: *greater restoration, heal, heroes' feast, raise dead, hold monster*

Bonus Actions

Fey Step (Recharge 4–6). The eladrin teleports up to 30 feet to an unoccupied space it can see.

Reactions

Foster Peace. If a creature charmed by the eladrin hits with an attack roll while within 60 feet of the eladrin, the eladrin magically causes the attack to miss, provided the eladrin can see the attacker.

Legendary Actions

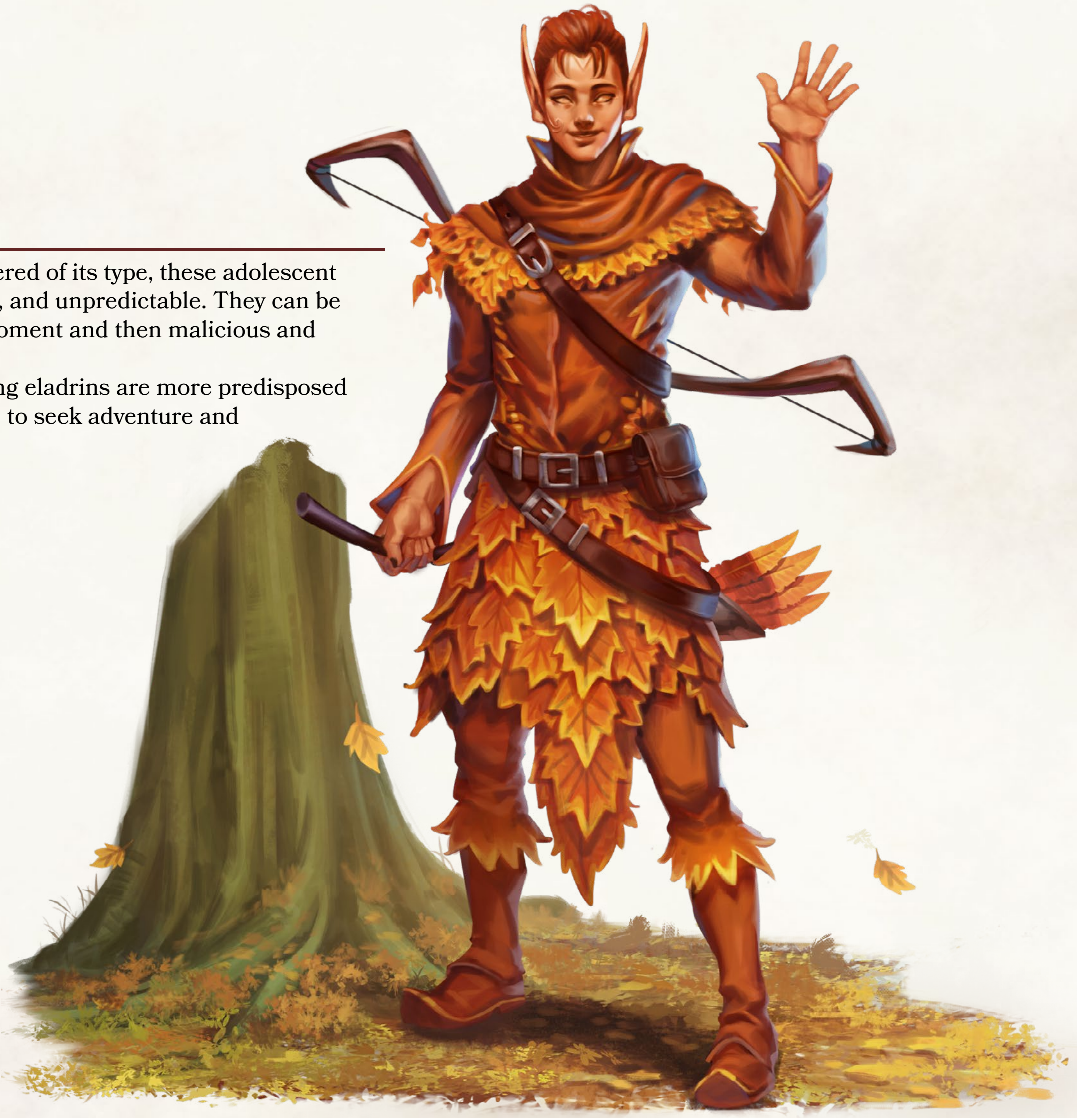
The eladrin gains 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The eladrin regains spent legendary actions at the start of its turn.

Move. The eladrin moves up to half its speed without provoking opportunity attacks.
Pacify. The eladrin casts *calm emotions* or *sleep.*
Attack (Costs 2 Actions). The eladrin makes a weapon attack.

ELADRIN, YOUNG

The most commonly encountered of its type, these adolescent eladrins are flighty, inquisitive, and unpredictable. They can be friendly and whimsical one moment and then malicious and mischievous the next.

Because of their nature, young eladrins are more predisposed to entering the Material Plane to seek adventure and make their presence known.



AUTUMN ELADRIN, YOUNG

Medium Fey (Elf), typically Chaotic Neutral

Armor Class 16 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	13 (+1)	16 (+3)	17 (+3)

Skills Insight +5, Medicine +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 13
Languages Common, Elvish, Sylvan
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Enchanting Presence. Any non-eladrin creature that starts its turn within 30 feet of the eladrin must make a DC 13 Wisdom saving throw. On a failed save, the creature becomes charmed by the eladrin for 1 minute. On a successful save, the creature becomes immune to any eladrin's Enchanting Presence for 24 hours.

Whenever the eladrin deals damage to the charmed creature, the creature can repeat the saving throw, ending the effect on itself on a success.

Magic Resistance. The eladrin has advantage on saving throws against spells and other magical effects.

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands, plus 9 (2d8) psychic damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 9 (2d8) psychic damage.

Spellcasting. The eladrin casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

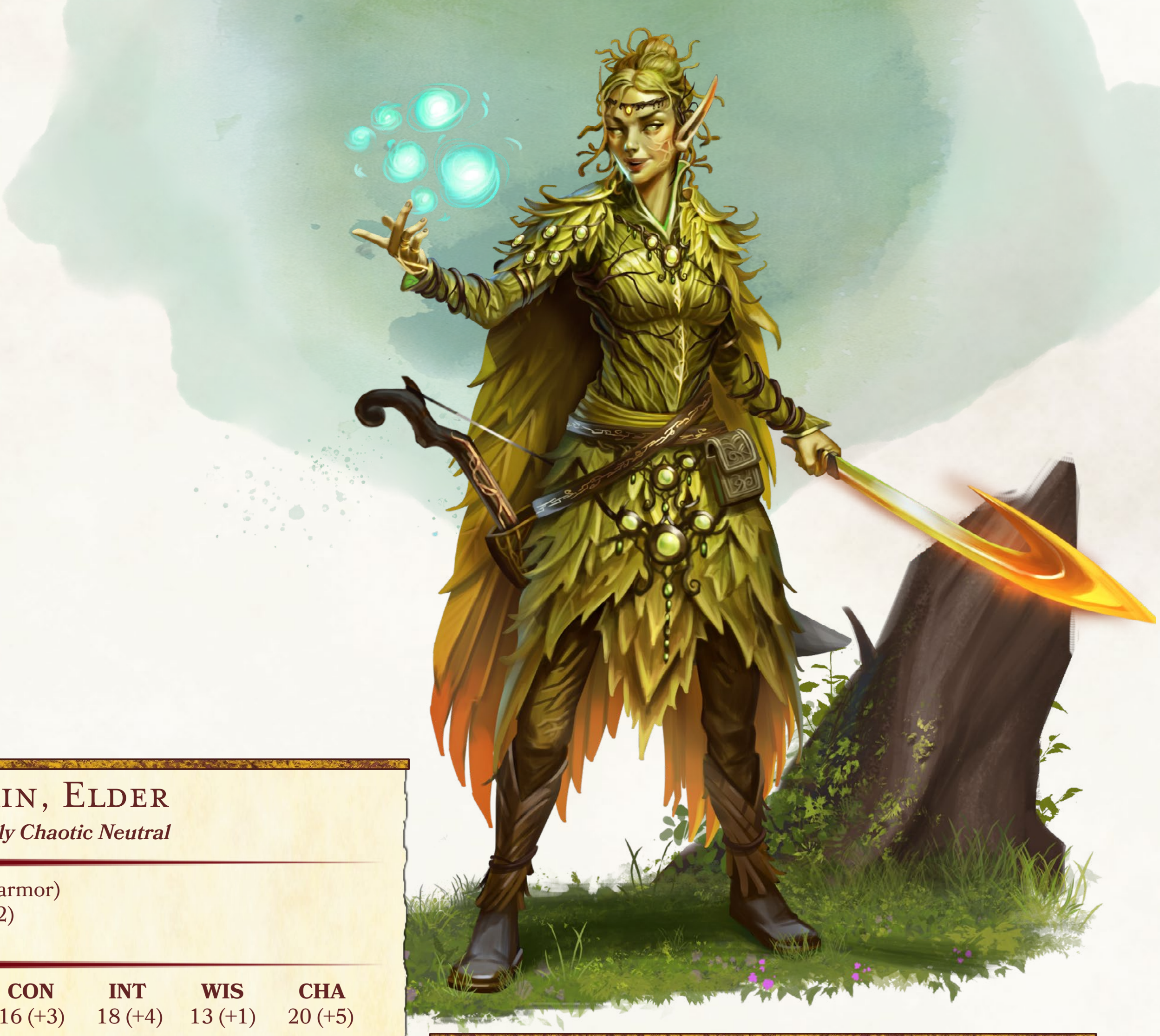
At will: *calm emotions, sleep*
1/day each: *cure wounds* (3d8 + 3), *lesser restoration*

BONUS ACTIONS

Fey Step (Recharge 4–6). The eladrin teleports up to 30 feet to an unoccupied space it can see.

REACTIONS

Foster Peace. If a creature charmed by the eladrin hits with an attack roll while within 60 feet of the eladrin, the eladrin magically causes the attack to miss, provided the eladrin can see the attacker.



Spring Eladrin, Elder

Medium Fey (Elf), typically Chaotic Neutral

Armor Class 20 (natural armor)
Hit Points 180 (24d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	18 (+4)	13 (+1)	20 (+5)

Saving Throws Dex +9, Wis +6, Cha +10
Skills Deception +10, Persuasion +10
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 11
Languages Common, Elvish, Sylvan
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Joyful Presence. Any non-eladrin creature that starts its turn within 60 feet of the eladrin must make a DC 18 Wisdom saving throw. On a failed save, the creature becomes charmed by the eladrin for 1 minute. On a successful save, the creature becomes immune to any eladrin's Joyful Presence for 24 hours.

Whenever the eladrin deals damage to the charmed creature, it can repeat the saving throw, ending the effect on itself on a success.

Magic Resistance. The eladrin has advantage on saving throws against spells and other magical effects.

Spell Penetration. When the eladrin casts a spell and is interrupted by an enemy's counterspell, treat the spell's level as 3 levels higher.

Actions

Multiattack. The eladrin makes three weapon attacks. The eladrin can cast one spell in place of one of these attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands, plus 9 (2d8) psychic damage.

Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 9 (2d8) psychic damage.

Spellcasting. The eladrin casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18):

At will: *charm person, heroism, invisibility, Tasha's hideous laughter*
3/day each: *compulsion, confusion, enthrall, suggestion*
1/day each: *hallucinatory terrain, heroes' feast, mass suggestion, Otto's irresistible dance*

Bonus Actions

Fey Step (Recharge 4–6). The eladrin teleports up to 30 feet to an unoccupied space it can see.

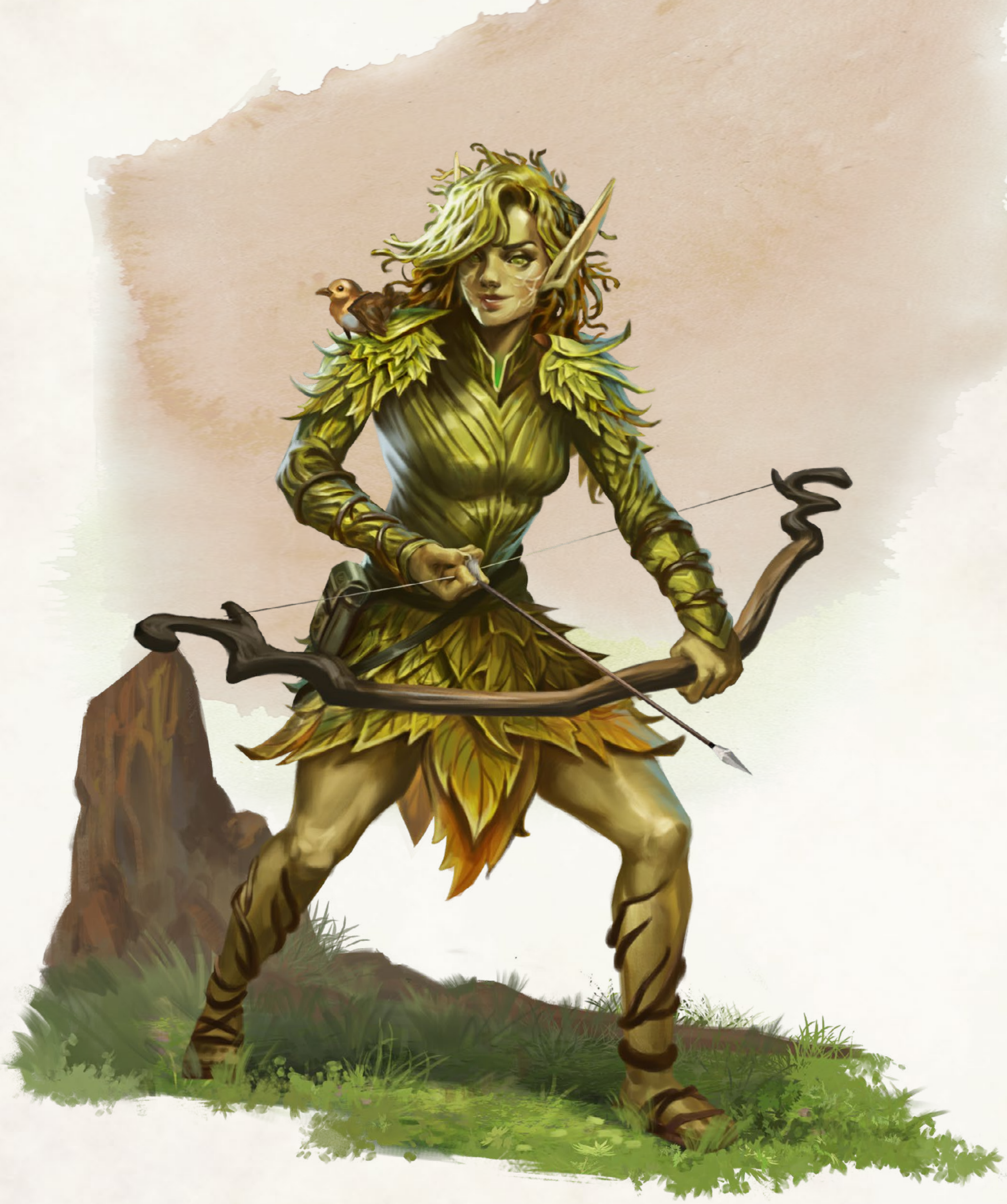
Reactions

Instinctive Charm (3/Day). The eladrin tries to magically divert an attack made against it, provided that the attacker is within 30 feet of it and visible to it. The eladrin must decide to do so before the attack hits or misses. The attacker must make a DC 18 Wisdom saving throw. On a failed save, the attacker targets the creature closest to it, other than eladrin or itself. If multiple creatures are closest, the attacker chooses which one to target.

Legendary Actions

The eladrin gains 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The eladrin regains spent legendary actions at the start of its turn.

Move. The eladrin moves up to half its speed without provoking opportunity attacks.
Captivate. The eladrin casts *charm person* or *Tasha's hideous laughter*.
Attack. The eladrin makes a weapon attack.



Spring Eladrin, Young

Medium Fey (Elf), typically Chaotic Neutral

Armor Class 16 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	17 (+3)	10 (+0)	17 (+3)

Skills Deception +5, Persuasion +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 10
Languages Common, Elvish, Sylvan
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Joyful Presence. Any non-eladrin creature that starts its turn within 30 feet of the eladrin must make a DC 13 Wisdom saving throw. On a failed save, the creature becomes charmed by the eladrin for 1 minute. On a successful save, the creature becomes immune to any eladrin's Joyful Presence for 24 hours.

Whenever the eladrin deals damage to the charmed creature, it can repeat the saving throw, ending the effect on itself on a success.

Magic Resistance. The eladrin has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The eladrin makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands, plus 2 (1d4) psychic damage.

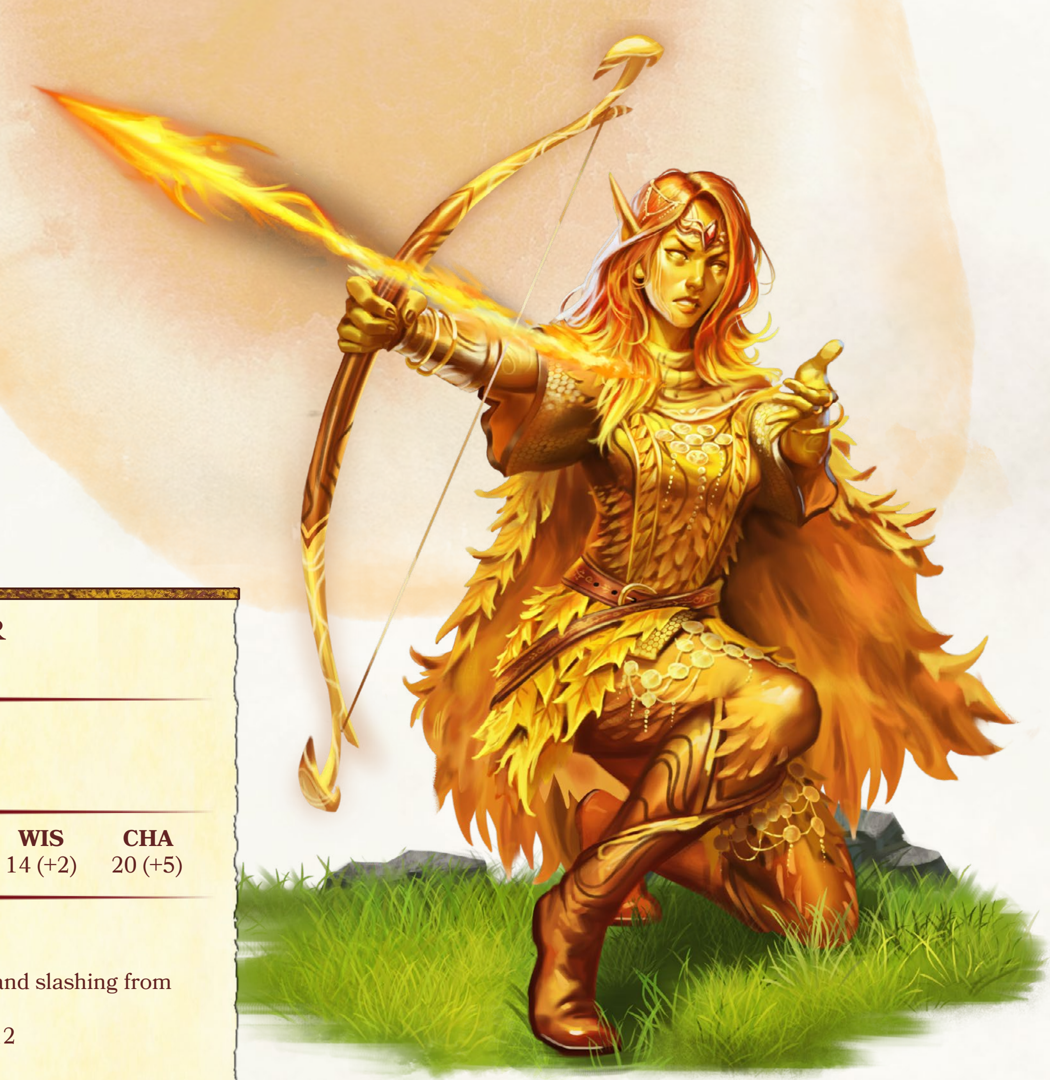
Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 2 (1d4) psychic damage.

Spellcasting. The eladrin casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *charm person, Tasha's hideous laughter*
1/day each: *confusion, enthrall, suggestion*

Bonus Actions

Fey Step (Recharge 4–6). The eladrin teleports up to 30 feet to an unoccupied space it can see.



SUMMER ELADRIN, ELDER

Medium Fey (Elf), typically Chaotic Neutral

Armor Class 20 (natural armor)
Hit Points 180 (24d8 + 72)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	23 (+6)	16 (+3)	14 (+2)	14 (+2)	20 (+5)

Saving Throws Dex +11, Wis +7, Cha +10
Skills Athletics +10, Intimidation +10
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 12
Languages Common, Elvish, Sylvan
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Fearsome Presence. Any non-eladrin creature that starts its turn within 60 feet of the eladrin must make a DC 18 Wisdom saving throw. On a failed save, the creature becomes frightened of the eladrin for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to any eladrin's Fearsome Presence for the next 24 hours.

Magic Resistance. The eladrin has advantage on saving throws against spells and other magical effects.

Spell Penetration. When the eladrin casts a spell and is interrupted by an enemy's counterspell, treat the spell's level as 3 levels higher.

ACTIONS

Multiattack. The eladrin makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage, or 15 (2d10 + 5) slashing damage if used with two hands, plus 9 (2d8) fire damage.

Longbow. *Ranged Weapon Attack:* +11 to hit, range 150/600 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 9 (2d8) fire damage.

Spellcasting. The eladrin casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18):

At will: *bane, hunter's mark*
3/day each: *hellish rebuke*
1/day each: *fireball, haste*

BONUS ACTIONS

Fey Step (Recharge 4–6). The eladrin teleports up to 30 feet to an unoccupied space it can see.

Fiery Smite (3/Day). When the eladrin hits a creature with a weapon attack, it deals an extra 13 (3d8) fire damage and the target has disadvantage on saving throws made against being frightened until the end of the eladrin's next turn.

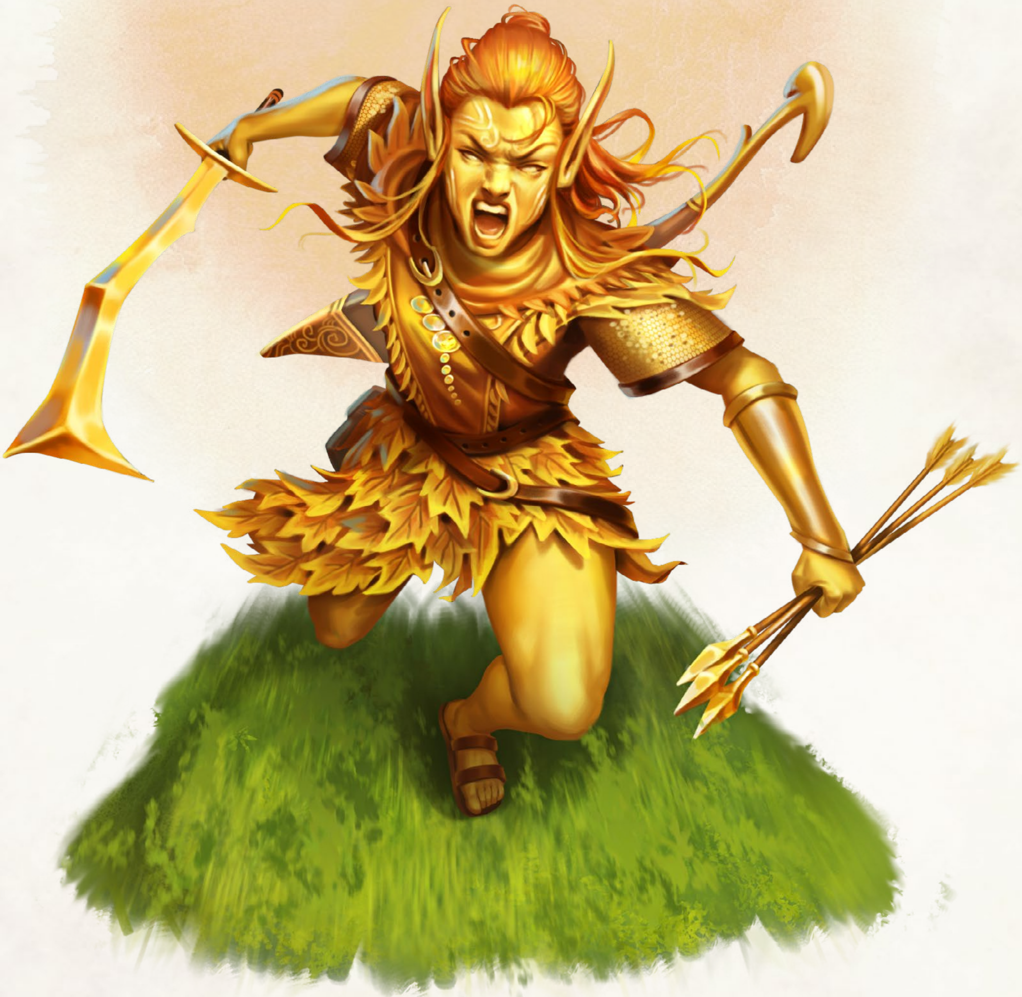
REACTIONS

Parry. The eladrin adds 4 to its AC against one melee attack that would hit it. To do so, the eladrin must see the attacker and be wielding a melee weapon.

LEGENDARY ACTIONS

The eladrin gains 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The eladrin regains spent legendary actions at the start of its turn.

Move. The eladrin moves up to half its speed without provoking opportunity attacks.
Wrathful Glare. The eladrin targets one frightened creature it can see within 30 feet of it. The target must make a DC 18 Wisdom saving throw. On a failure, the target is paralyzed until the eladrin deals damage to it, or until the end of the eladrin's next turn.
Attack (Costs 2 Actions). The eladrin makes a weapon attack.



SUMMER ELADRIN, YOUNG

Medium Fey (Elf), typically Chaotic Neutral

Armor Class 16 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	14 (+2)	13 (+1)	11 (+0)	17 (+3)

Skills Athletics +5, Intimidation +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 10
Languages Common, Elvish, Sylvan
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Fearsome Presence. Any non-eladrin creature that starts its turn within 30 feet of the eladrin must make a DC 13 Wisdom saving throw. On a failed save, the creature becomes frightened of the eladrin for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to any eladrin's Fearsome Presence for the next 24 hours.

Magic Resistance. The eladrin has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The eladrin makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands, plus 2 (1d4) fire damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 2 (1d4) fire damage.

BONUS ACTIONS

Fey Step (Recharge 4–6). The eladrin teleports up to 30 feet to an unoccupied space it can see.

REACTIONS

Parry. The eladrin adds 2 to its AC against one melee attack that would hit it. To do so, the eladrin must see the attacker and be wielding a melee weapon.

WINTER ELADRIN, ELDER

Medium Fey (Elf), typically Chaotic Neutral

Armor Class 20 (natural armor)
Hit Points 180 (24d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	16 (+3)	20 (+5)	19 (+4)	15 (+2)

Saving Throws Dex +5, Wis +9, Cha +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 14
Languages Common, Elvish, Sylvan
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Magic Resistance. The eladrin has advantage on saving throws against spells and other magical effects.

Sorrowful Presence. Any non-eladrin creature that starts its turn within 60 feet of the eladrin must make a DC 15 Wisdom saving throw. On a failed save, the creature becomes charmed by the eladrin for 1 minute. While charmed in this way, the creature has disadvantage on ability checks and saving throws. The charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to any eladrin's Sorrowful Presence for the next 24 hours.

Spell Penetration. When the eladrin casts a spell and is interrupted by an enemy's counterspell, treat the spell's level as 3 levels higher.

ACTIONS

Multiattack. The eladrin makes two weapon attacks. The eladrin can cast one spell in place of one of these attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) slashing damage, or 5 (1d10) slashing damage if used with two hands, plus 4 (1d8) cold damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 4 (1d8) piercing damage plus 4 (1d8) cold damage.

Spellcasting. The eladrin casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 18):

At will: *fog cloud, gust of wind, sanctuary, silence*
3/day each: *Snilloc's snowball swarm*
1/day each: *cone of cold, enervation, ice storm, sleet storm*

BONUS ACTIONS

Fey Step (Recharge 4–6). The eladrin teleports up to 30 feet to an unoccupied space it can see.

Freezing Smite (3/Day). The eladrin deals an extra 13 (3d8) cold damage when it hits a creature with a weapon attack. If the target isn't immune to cold, it must also succeed on a DC 18 Constitution saving throw. On a failed save, the creature's speed its speed is halved, it can't take reactions, and it can take either an action or a bonus action on its turn, not both. The effects last until the start of the eladrin's next turn.

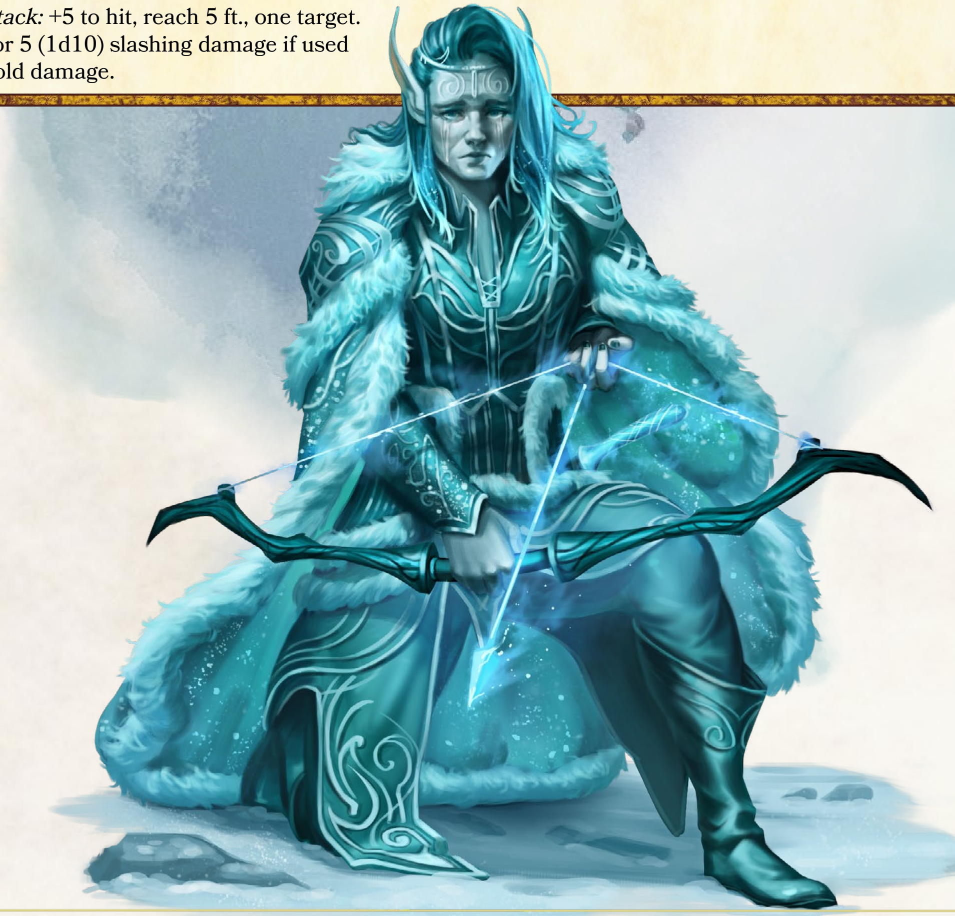
REACTIONS

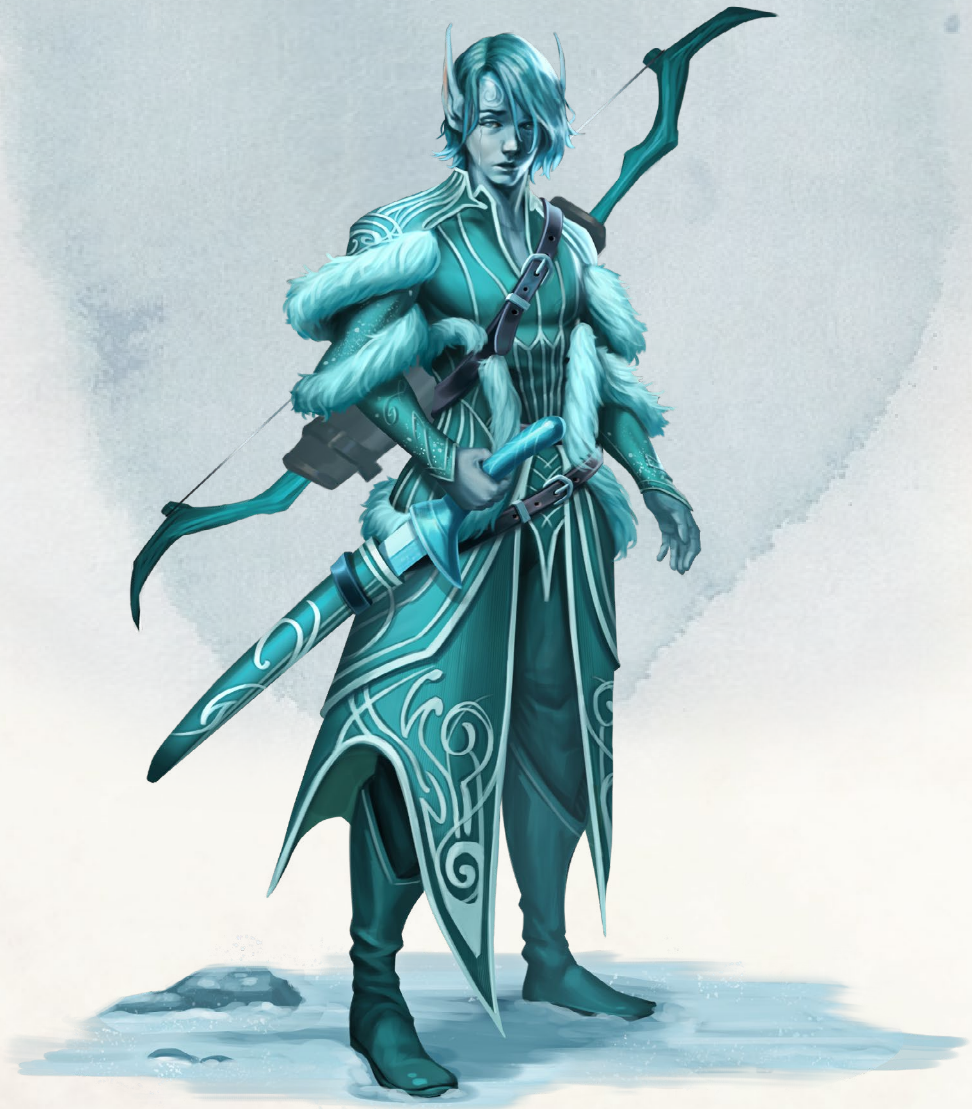
Frigid Rebuke. When the eladrin takes damage from a creature the eladrin can see within 60 feet of it, the eladrin can force that creature to succeed on a DC 18 Constitution saving throw or take 16 (3d10) cold damage.

LEGENDARY ACTIONS

The eladrin gains 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The eladrin regains spent legendary actions at the start of its turn.

Move. The eladrin moves up to half its speed without provoking opportunity attacks.
Attack. The eladrin makes a Longsword or Longbow attack.
Gust of Wind. The eladrin casts *gust of wind*.





Winter Eladrin, Young

Medium Fey (Elf), typically Chaotic Neutral

Armor Class 16 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	14 (+2)	17 (+3)	16 (+3)	12 (+1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 13
Languages Common, Elvish, Sylvan
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Magic Resistance. The eladrin has advantage on saving throws against spells and other magical effects.

Sorrowful Presence. Any non-eladrin creature that starts its turn within 60 feet of the eladrin must make a DC 11 Wisdom saving throw. On a failed save, the creature becomes charmed by the eladrin for 1 minute. While charmed in this way, the creature has disadvantage on ability checks and saving throws. The charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to any eladrin's Sorrowful Presence for the next 24 hours.

Actions

Longsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) slashing damage, or 5 (1d10) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +2 to hit, range 150/600 ft., one target. *Hit:* 4 (1d8) piercing damage.

Spellcasting. The eladrin casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 13):

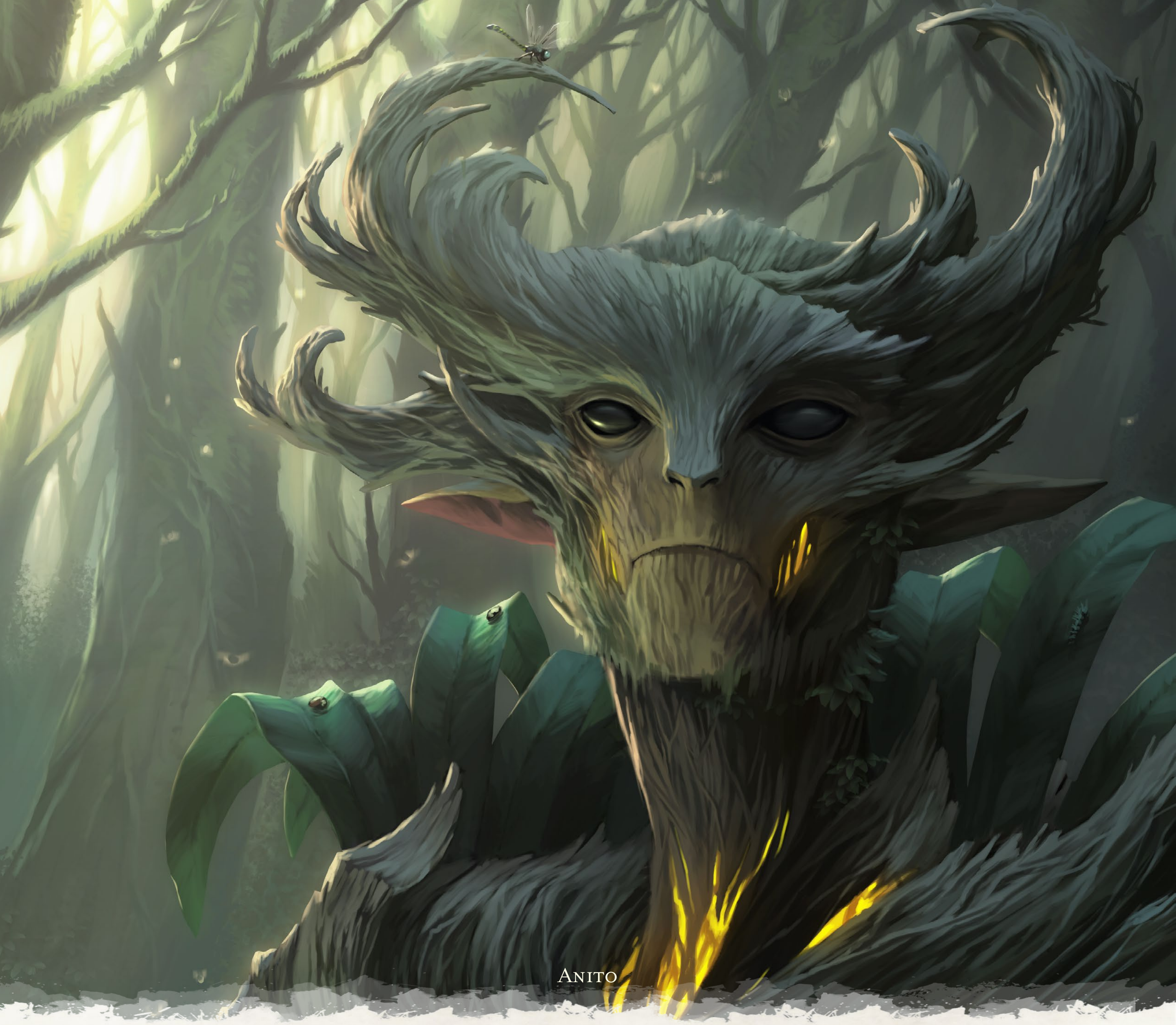
At will: *fog cloud, gust of wind*
1/day: *ice storm*

Bonus Actions

Fey Step (Recharge 4–6). The eladrin teleports up to 30 feet to an unoccupied space it can see.

Reactions

Frigid Rebuke. When the eladrin takes damage from a creature the eladrin can see within 30 feet of it, the eladrin can force that creature to succeed on a DC 13 Constitution saving throw or take 5 (1d10) cold damage.



Anito

ENGKANTOS

ENGKANTO (ENG-KAAN-TOH)

Despite their plant-like appearance, engkantos are actually mighty fey spirits that dwell in the Material Plane. They were once humanoids who died in ancient enchanted forests and, through Feywild magic or by a nature deity's intervention, were reincarnated into engkantos. They may not fully recall their mortal life, but engkantos will occasionally see glimpses of their past. This sometimes leaves engkantos confused and even frustrated. Thankfully, the forest where it now lives gives enkantos a sense of peace. In return, the engkantos become its mighty guardian.

Engkantos tend to be reclusive and very rarely show themselves to nonwoodland dwellers. However, they are fascinated with the humanoids who live near their territories, perhaps because it reminds them of their past. At times, enkantos even act as their invisible guardians and even transform themselves into normal humanoids to get closer to the neighbors' communities, possibly mingling with them without them knowing of their true nature.

Nature's Guardians. Engkantos see themselves as protectors and wardens of the forests and its inhabitants and often work with druids. Because of this, they often come into conflict with those who enter, encroach, and defile their territories, which can span miles of wooded areas, though how they react and pursue a course of action dramatically differs from one another. There are three types of engkantos: anitos, diwatas, and malignos.

Grove-bound. Engkantos are bound to a special grove or group of trees, just like a dryad is bound to a tree. An engkanto can emerge from any of the trees within its grove and travel the lands around it, but the grove remains its home and roots the enkanto to the Material Plane. As long as one tree from the grove remains alive and unharmed, the engkanto stays healthy. If any of the trees are harmed, the engkanto suffers. If the grove is ever destroyed, the engkanto descends into madness and will seek vengeance against those responsible.

ANITO (UHN-EE-TOH)

When a humanoid dies suddenly or tragically in a fey-touched forest, its soul is sometimes transformed into an anito, the most common type of engkanto. The anito resembles an 8-foot tall dendroidal humanoid with gnarly growths protruding from its head and limbs. An anito is generally characterized as contemplative, inquisitive, quiet, temperamental, and territorial. The anito may be friendly and helpful to a creature if it shows reverence to the engkanto but then could become suddenly enraged for any unintentional slight the same creature may have done.

Ancestral Spirit. Humanoid tribes and communities aware of the anito's presence pay their respects to it, knowing that the anito was probably one of their ancestors. Some even worship them as gods and leave offerings to them such as food, wooden carvings of the anito, and even humanoid sacrifices, hoping that the anito will bestow upon them a good harvest and protect them against enemies, illnesses, and natural calamities.

Nature's Warden. An anito does not take kindly to unannounced visits to its domain. Any creature that crosses into the anito's territory must offer a small gift or ask for permission in the form of worship, lest they fall prey to anito's wrath. So long as they do not desecrate the anito's territory or take more bounty than they should, the anito will most likely leave them alone. Those that incur the anito's wrath will have to face it and answer to its demands. Depending on the gravity of the interloper's actions, the anito may put a curse on the offending creature, make it lose its bearings and wander the forest for weeks, transform it into a forest creature, keep it prisoner, or worse.

AN ANITO'S LAIR

An anito's lair can be a copse of trees, a set of standing stones, or the ruins of a shrine or temple within a grove. Depending on the anito's preference, the surrounding area can appear as a lush, beautiful garden or a wild, tangled and thorny thicket. Boggles, gray duwendes, kapres, korreds, nereids, satyrs, vegepygmies, and wood woads may reside near the anito's lair.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the anito takes a lair action to cause one of the following effects; the anito can't use the same effect two rounds in a row:

- The anito casts *bestow curse* (no components required) and doesn't need to maintain concentration of the spell. The effect ends after 1 minute, or if the anito uses this lair action again.
- The anito casts *entangle* (no components required) and doesn't need to maintain concentration of the spell. The effect ends after 1 minute, or if the anito uses this lair action again.

ANITO

Medium Fey, neutral

Armor Class 16 (natural armor)
Hit Points 135 (18d8 + 54)
Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	17 (+3)	10 (+0)	16 (+3)	17 (+3)

Saving Throws Dex +8, Wis +8, Cha +8
Skills Perception +8, Stealth +13
Damage Resistances cold, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 18
Languages Common, Elvish, Sylvan
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Legendary Resistance (1/Day). If the anito fails a saving throw, it can choose to succeed instead.

Magic Resistance. The anito has advantage on saving throws against spells and other magical effects.

Plant Camouflage. The anito has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The anito regains 5 hit points at the start of its turn if it is within 120 feet of its grove. If the anito takes fire, necrotic, or radiant damage, this trait doesn't function at the start of the anito's next turn. The anito's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Speak with Beasts and Plants. The anito can communicate with beasts and plants as if they and the anito shared a language.

Spell Penetration. When the anito casts a spell and is interrupted by an enemy's counterspell, treat the spell's level as 3 levels higher.

ACTIONS

Multiattack. The anito can use its Bewildering Presence. It then makes two Slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 7 (2d6) poison damage, and the target must succeed on a DC 16 Strength saving throw. On a failed save, grasping weeds and vines sprout underneath the target and restrains it for 1 minute. As an action, the restrained creature can make a DC 16 Strength check, escaping from the grasping plants on a success. The effect ends if the grasping plants is destroyed. The grasping plants have AC 10, 10 hit points, vulnerability to fire damage and immunity to bludgeoning, poison, and psychic damage.

Bewildering Presence. Each creature of the anito's choice that the anito can see within 120 feet of it must succeed on a DC 16 Wisdom saving throw or be charmed. While charmed, the target suffers the effect of the *confusion* spell without making a saving throw. The effect lasts for 1 minute. The anito doesn't need to concentrate on the spell. The charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the anito's Bewildering Presence for the next 24 hours.

Spellcasting. The anito casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

At will: *bestow curse, dancing lights, druidcraft, entangle, healing word* (as a 3rd-level spell), *thorn whip* (3d6), *tree stride*
2/day each: *erupting earth, fog cloud, grasping vine, hallucinatory terrain, plant growth*
1/day each: *dominate beast, dominate person, geas, polymorph, wrath of nature*

Change Shape. The anito magically transforms into a Medium humanoid, while retaining its game statistics. This transformation ends if the anito is reduced to 0 hit points or uses an action to end it.

LEGENDARY ACTIONS

The anito gains 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The anito regains spent legendary actions at the start of its turn.

Move. The anito moves up to half its speed without provoking opportunity attacks.
Slam. The anito makes a Slam attack.
Cast Spell (Costs 2 Actions). The anito innately casts a spell.

- Each creature the anito can see within 60 feet of it must succeed on a DC 16 Wisdom saving throw or become frightened of the anito for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this lair effect for the next 24 hours.

Regional Effects

The region containing an anito's lair is warped by the anito's magic, which creates one or more of the following effects:

- Once per day, the anito can alter the weather in a 6-mile radius centered on its lair. The anito doesn't need to be outdoors; otherwise the effect is identical to the *control weather* spell.
- The land within 6 miles of the lair takes twice as long as normal to traverse, since the vegetation grow thick and twisted.
- Medium or smaller woodland beasts within 1 mile of the anito's lair serve as the anito's eyes and ears.

If the anito dies, the effects fade over the course of 1d10 days.

Diwata (Dee-what-tah)

If a good-natured young humanoid who loved being in the forest dies within it, ancient Feywild magic or a compassionate nature deity such as Eldath or Mielikki may sometimes reincarnate the dead humanoid into a diwata, the most powerful and rarest of engkantos. The diwata's natural form is a tall, graceful humanoid made from an orchid-like plant. Its pleasant face features attractive elven-like traits, with kind amber-like eyes, pale lilac skin, carnation-colored lips, and an array of leaves, vines, and flowers flow from its shoulders like a cloak.

Benevolent Conservator. The diwata lives to protect the forests and all of its inhabitants. Unlike other engkantos, though, it strives for a harmonious relationship with those who live outside of its domain. Those who live near a diwata's realm often worship it as a deity and make offerings. In return, the diwata ensures that they are safe from natural calamities such as earthquakes and deluges and provides them with plenty of the forest's resources in times of drought. The diwata will always aid and lend its wisdom to anyone as long as that person does not deliberately harm any of the diwata's wards or take more than what it needs from the forest's resources.

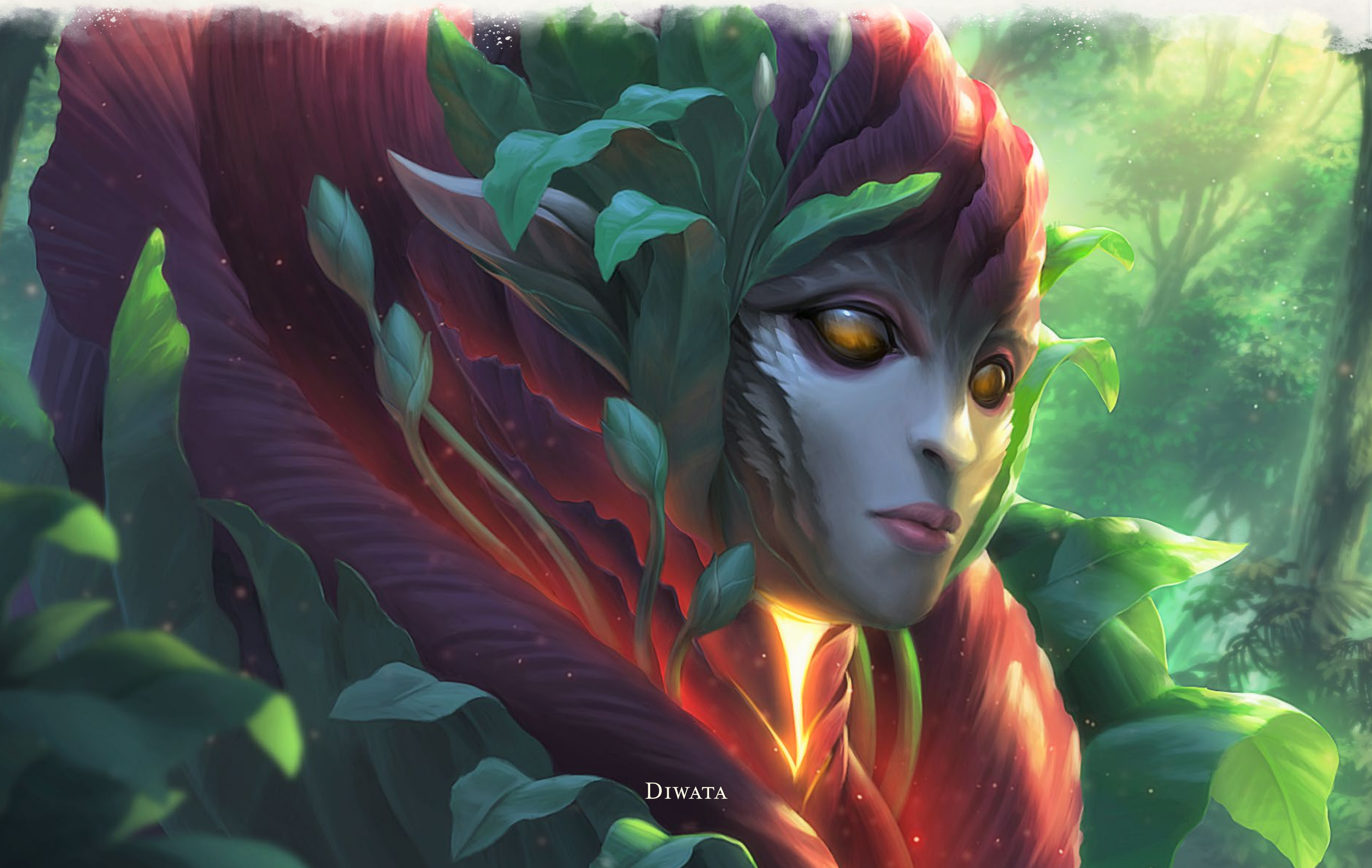
A Diwata's Lair

A diwata's lair is a garden or grove of beautiful and majestic flowering trees and orchids. Bariaurs, centaurs, faerie dragons, dryads, good elves, green duwendes, pegasi, pegataurs, pixies, sprites, and treants are normally encountered in and around the lair, supporting and protecting the diwata.

Lair Actions

On initiative count 20 (losing initiative ties), the diwata takes a lair action to cause one of the following effects; the diwata can't use the same effect two rounds in a row:

- A strong wind blows around the diwata. Each creature within 60 feet of the diwata must succeed on a DC 19 Strength saving throw or be pushed 15 feet away from the dragon and knocked prone. Gases and vapors are dispersed by the wind, and unprotected flames are extinguished. Protected flames, such as lanterns, have a 50 percent chance of being extinguished.
- Up to three creatures the diwata can see within 60 feet of it must succeed on a DC 19 Wisdom saving throw or fall into a deep sleep and become unconscious. An unconscious creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the unconscious creature takes damage, or someone uses an action to shake or slap it awake, it gains advantage on its next saving throw.



Diwata

DIWATA

Medium Fey, typically Neutral good

Armor Class 18 (natural armor)
Hit Points 221 (26d8 + 104)
Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	18 (+4)	17 (+3)	19 (+4)	20 (+5)

Saving Throws Con +10, Dex +11, Wis +10, Cha +11
Skills Arcana +9, Insight +10, Perception +10, Stealth +17
Damage Resistances cold, lightning, radiant, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 20
Languages Celestial, Common, Elvish, Sylvan
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Legendary Resistance (3/Day). If the diwata fails a saving throw, it can choose to succeed instead.

Magic Resistance. The diwata has advantage on saving throws against spells and other magical effects.

Plant Camouflage. The diwata has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The diwata regains 10 hit points at the start of its turn if it is within 120 feet of its grove. If the diwata takes fire or necrotic damage, this trait doesn't function at the start of the diwata's next turn. The diwata's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Speak with Beasts and Plants. The diwata can communicate with beasts and plants as if they and the diwata shared a language.

Spell Penetration. When the diwata casts a spell and is interrupted by an enemy's counterspell, treat the spell's level as 3 levels higher.

ACTIONS

Multiattack. The diwata can use its Pacifying Presence. It then makes two Slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 7 (2d6) radiant damage, and the target must succeed on a DC 19 Wisdom saving throw or be charmed by the diwata until the end of the diwata's next turn.

Pacifying Presence. Each creature of the diwata's choice that the diwata can see within 120 feet of it must succeed on a DC 19 Wisdom saving throw, or else the target drops any weapons it is holding, ends its concentration on any spells or other effects, and becomes charmed by the diwata for 1 minute. The charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the diwata's Pacifying Presence for the next 24 hours.

Spellcasting. The diwata casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 19, +11 to hit with spell attacks):

At will: *bestow curse, dancing lights, druidcraft, entangle, healing word* (as a 4th-level spell)*, tree stride, word of radiance* (4d6)
2/day each: *aura of life, awaken, banishment, control water, dawn, greater restoration, plant growth, wrath of nature*
1/day each: *control weather, dominate person, druid grove, geas, heal, heroes' feast, reincarnate*

Change Shape. The diwata magically transforms into a Medium humanoid, while retaining its game statistics. This transformation ends if the diwata is reduced to 0 hit points or uses an action to end it.

LEGENDARY ACTIONS

The diwata gains 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The diwata regains spent legendary actions at the start of its turn.

Move. The diwata moves up to half its speed without provoking opportunity attacks.

Slam. The diwata makes a Slam attack.

Cast Spell (Costs 2 Actions). The diwata innately casts a spell.

Expel (Costs 2 Actions). One creature the diwata can see within 30 feet of it must succeed on a DC 19 Wisdom saving throw or be teleported to an unoccupied space within 240 feet of the diwata. That space must be on the ground or on a floor.

REGIONAL EFFECTS

The region containing a diwata's lair is warped by the diwata's magic, which creates one or more of the following effects:

- Once per day, the diwata can alter the weather or end an earthquake in a 6-mile radius centered on its lair. The diwata doesn't need to be outdoors; otherwise the effect is identical to the *control weather* spell.
- Plants and trees within 6 miles of the diwata's lair are bursting with greenery, flowers, and fruits as if in summer. The smell of lilies, hyacinths, and lilacs fill the air and colorful butterflies flitter about the area.
- Tiny beasts, such as rodents and birds, that are normally unable to speak gain the magical ability to speak and understand Common, Elven, and Fey while within 1 mile of the diwata's lair. These creatures speak well of the diwata, but can't divulge its whereabouts.

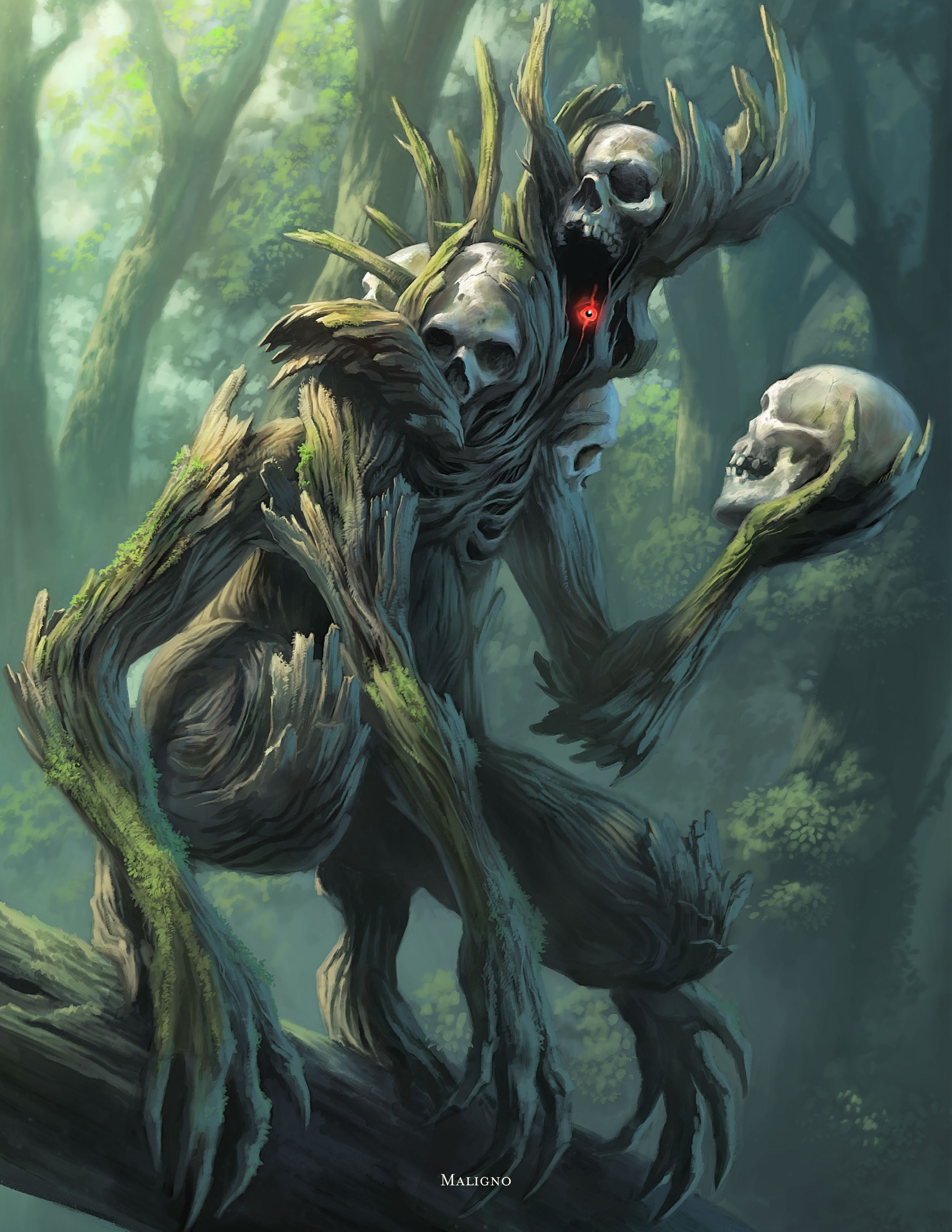
If the diwata dies, the effects fade over the course of 1d10 days.

MALIGNO (MUH-LIG-NOH)

If a depraved and misanthropic humanoid who has done countless atrocities against its own kind dies in an accursed forest, a deity like Auril, Malar, or the Queen of Air and Darkness may reincarnate it as a maligno, an insidious and malevolent engkanto. The maligno appears as a shadowy humanoid figure with bestial eyes that glow red in the dark. It wears the bark of a gnarly and twisted dead tree like a skin, and its limbs end in long, razor-sharp claws. Sometimes it will don the bones and skulls of its victims like dreadful head and shoulder ornaments.

Wicked, Twisted, and Cruel. The maligno seethes in the darkness, waiting to unleash its wrath on any mortal that might intrude on its realm and waylay anyone else that might stray too close to its territory. To protect its realm, the maligno corrupts those around its grove, transforming all flora and fauna living within it into dreadful, twisted, and evil reflections of themselves. If a humanoid settlement is established near its lands, the maligno will send its minions to destroy it. Some folk who rely on the bounties of the forest try to appease the maligno by sending its young to it to be sacrificed.

Creature of Nightmare. In combat, the maligno is a terrifying and deadly opponent. Its mere supernatural presence can paralyze creatures with fear, while its dreadful claws can wither its victims to death. If faced with multiple foes, the maligno has an array of powerful spells it can use to confuse, dominate, maim, and snuff the life of its targets.



Maligno

A Maligno's Lair

The lair of a maligno is a dreadful grove of dismal, misshapen trees with branches that look more like claws. The maligno attracts the company of blackroot treants, bugbears, dark duwendes, death's head trees, evil darklings, goblins, hags, harpies, meazels, quicklings, redcaps, tikbalangs, and will-o'-wisps. These creatures revere and are subservient to the maligno.

Lair Actions

On initiative count 20 (losing initiative ties), the maligno takes a lair action to cause one of the following effects; the maligno can't use the same effect two rounds in a row:

- The maligno casts *bestow curse* (no components required) and doesn't need to maintain concentration of the spell. The effect ends after 1 minute, or if the maligno uses this lair action again.
- The maligno casts *entangle* (no components required) and doesn't need to maintain concentration of the spell. A creature that starts its turn restrained takes 5 (2d4) piercing damage from thorns. The effect ends after 1 minute, or if the maligno uses this lair action again.
- The maligno unleashes a wave of madness. Each creature within 60 feet of it must succeed on a DC 17 Wisdom saving throw or must use its reaction to move up to half its speed toward a creature of the maligno's choice that it can see and make one weapon attack against it.

Regional Effects

The region containing a maligno's lair is warped by the maligno's magic, which creates one or more of the following effects:

- Once per day, the maligno can alter the weather in a 6-mile radius centered on its lair. The maligno doesn't need to be outdoors; otherwise the effect is identical to the *control weather* spell.
- Beasts and plant creatures within 1 mile of the lair become evil and violent — even creatures that are normally docile.
- Thickets form labyrinthine passages within 1 mile of the maligno's lair. The thickets act as 10-foot-high, 10-foot-thick walls that block line of sight. Creatures can move through the thickets, with every 1 foot a creature moves costing it 4 feet of movement. A creature in the thickets must make a DC 15 Dexterity saving throw once each round it's in contact with the thickets or take 3 (1d6) piercing damage from thorns. Each 10-foot-cube of thickets has AC 5, 30 hit points, resistance to bludgeoning and piercing damage, vulnerability to fire damage, and immunity to psychic and thunder damage.

If the maligno dies, the effects fade over the course of 1d10 days.

Maligno

Medium Fey, typically Neutral Evil

Armor Class 17 (natural armor)
Hit Points 165 (22d8 + 66)
Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	17 (+3)	12 (+1)	17 (+3)	18 (+4)

Saving Throws Dex +9, Wis +8, Cha +9
Skills Deception +9, Perception +8, Persuasion +9, Stealth +14
Damage Resistances cold, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 18
Languages Abyssal, Common, Elvish, Sylvan
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Legendary Resistance (2/Day). If the maligno fails a saving throw, it can choose to succeed instead.

Magic Resistance. The maligno has advantage on saving throws against spells and other magical effects.

Plant Camouflage. The maligno has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The maligno regains 10 hit points at the start of its turn if it is within 120 feet of its grove. If the maligno takes fire or radiant damage, this trait doesn't function at the start of the maligno's next turn. The maligno's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Speak with Beasts and Plants. The maligno can communicate with beasts and plants as if they and the maligno shared a language.

Spell Penetration. When the maligno casts a spell and is interrupted by an enemy's counterspell, treat the spell's level as 3 levels higher.

Actions

Multiattack. The maligno can use its Terrifying Presence. It then makes two Claw attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 7 (2d6) necrotic damage, and the target must succeed on a DC 17 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Terrifying Presence. Each creature of the maligno's choice that the maligno can see within 120 feet of it must succeed on a DC 17 Wisdom saving throw or become frightened of the maligno for 1 minute. The frightened creature is paralyzed. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the maligno's Terrifying Presence for the next 24 hours.

Spellcasting. The maligno casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17, +9 to hit with spell attacks):

At will: *bestow curse, chill touch* (4d8), *dancing lights, druidcraft, entangle, invisibility, tree stride*
2/day each: *blight, confusion, erupting earth, phantasmal killer, polymorph, wrath of nature*
1/day each: *circle of death, contagion, dominate person, geas, insect plague*

Change Shape. The maligno magically transforms into a Medium humanoid, while retaining its game statistics. This transformation ends if the maligno is reduced to 0 hit points or uses an action to end it.

Legendary Actions

The maligno gains 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The maligno regains spent legendary actions at the start of its turn.

Move. The maligno moves up to half its speed without provoking opportunity attacks.
Claw. The maligno makes a Claw attack.
Debilitating Gaze. The maligno turns its magical gaze toward one living creature it can see within 30 feet of it. The target must succeed on a DC 17 Constitution saving throw or take 7 (2d6) necrotic damage and gain 1 level of exhaustion.
Cast Spell (Costs 2 Actions). The maligno innately casts a spell.

EYEWING

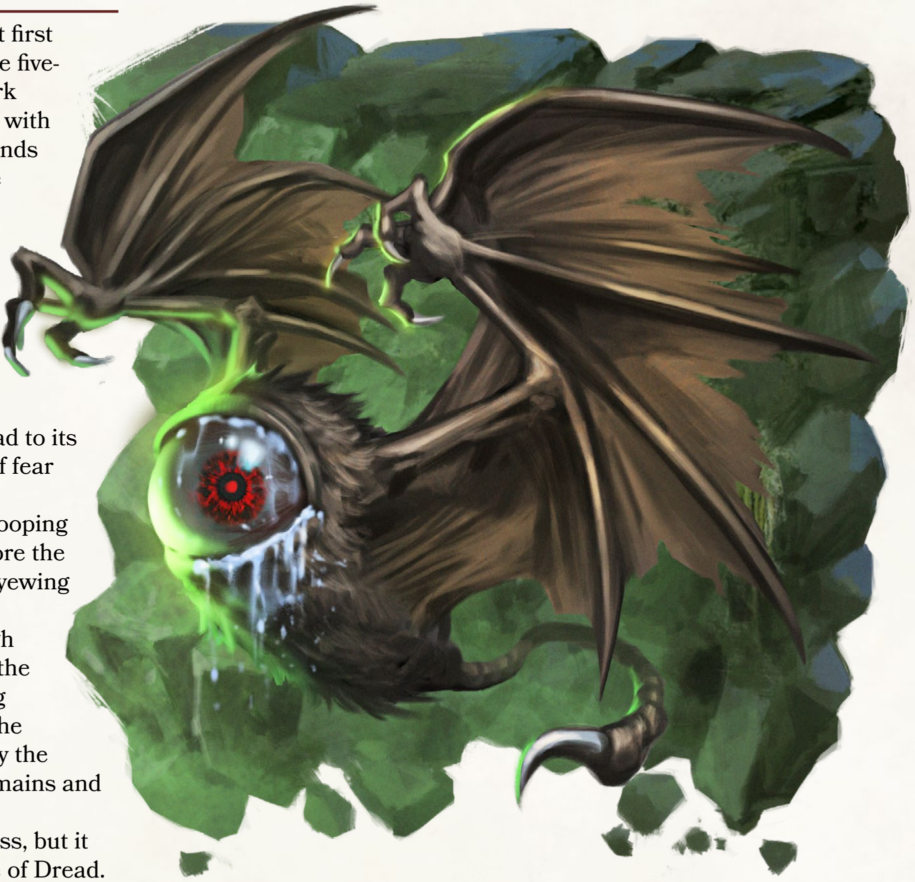
EYEWING

The eyewing is a repugnant fiend native to the Abyss. At first glance, it resembles a giant headless bat that has a large five-foot-diameter egg-shaped body covered with matted dark fur. Attached to it are two leathery bat-like wings tipped with razor-sharp talons and an eight-foot-long rat's tail that ends with a venom-tipped stinger shaped like a spur. A single giant eyeball with a blood-red pupil juts the front of the eyewing's body. A foul, sticky liquid continuously leaks from its eye, soaking the eyewing's body and causing it to give off a putrid stench.

Witless Minions. An eyewing lives only to serve its master, which are often powerful demons. If left on its own, however, it spends its time stalking and killing prey. Otherwise, it always does what its master asks it to do without question, even if it would surely lead to its destruction. It does this not because of loyalty but out of fear and stupidity.

Poison Bomber. In combat, an eyewing attacks by swooping at its prey and striking it with its talons and stinger before the target could react. Against more formidable foes, the eyewing secretes a vile mucus-like liquid from its tear duct and drops it on them like a water bomb. Those hardy enough to survive the highly-toxic liquid might still succumb to the poison's other effects. Once its prey is slain, the eyewing secretes enzymes from its tear duct and lets it drip on the corpse. These digestive enzymes breakdown and liquefy the prey's body. The eyewing then dips into the digested remains and absorbs the liquids through its eye membrane.

Dark Dwellers. The eyewing may be native to the Abyss, but it can also be found in the Shadowfell and the Demiplane of Dread. In the Material Plane, eyewings can sometimes be encountered in the vast caverns of the Underdark or in ruined temples dedicated to demon princes. There have been reports that eyewings have been used as flying mounts by derros, gnolls, xvarts, and demonic cultists.



EYEWING

Large Fiend, typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 25 (3d10 + 9)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Damage Immunities poison
Senses darkvision 120 ft., passive Perception 11
Languages understands Abyssal and Infernal but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +2

Flyby. The eyewing doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Stench. Any creature other than an eyewing that starts its turn within 5 feet of the eyewing must succeed on a DC 13 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all eyewings for 1 hour.

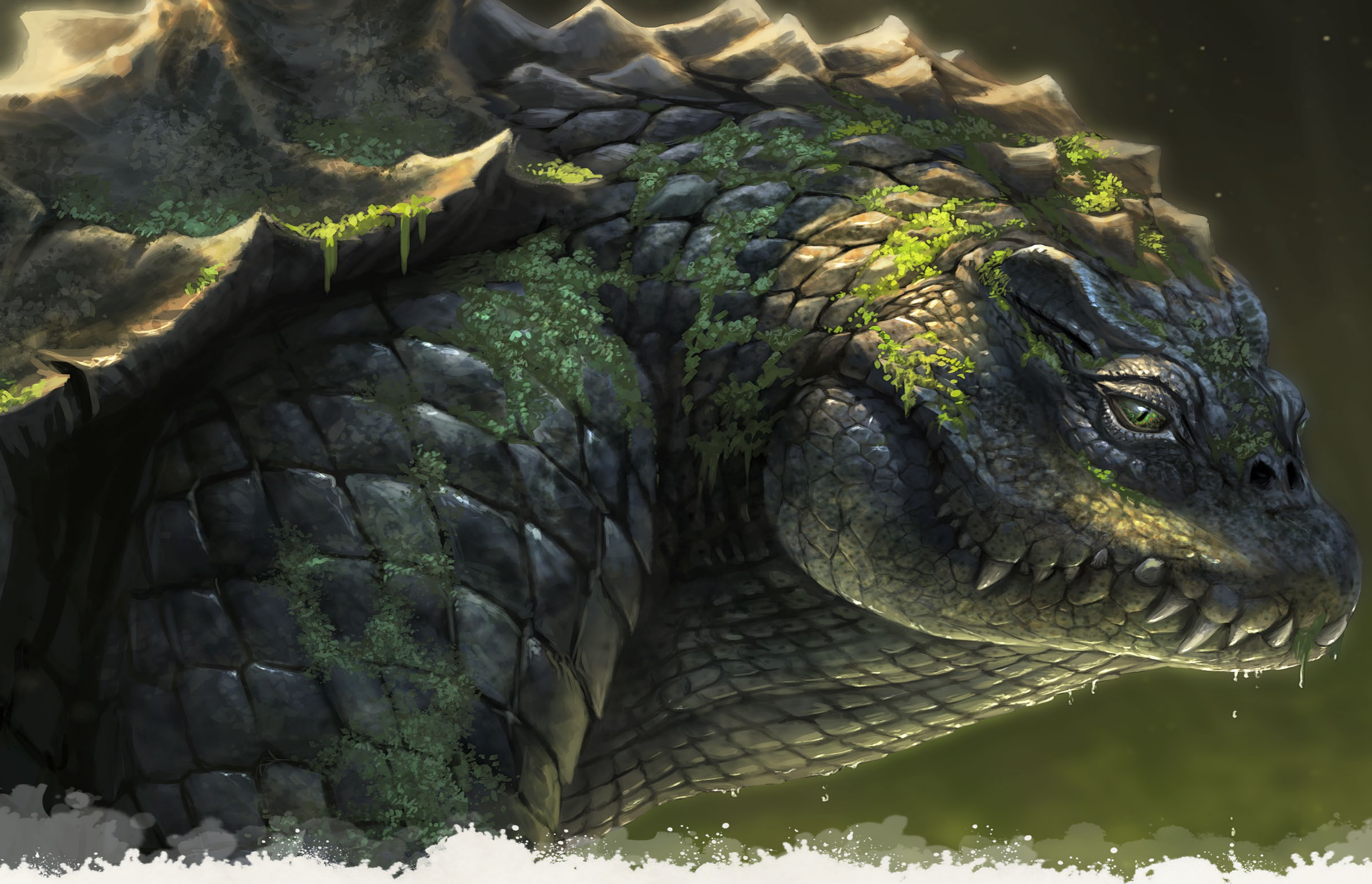
ACTIONS

Multiattack. The eyewing makes two attacks: one with its Claws and one with its Stinger.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) slashing damage.

Stinger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

Tear Splash (Recharge 5–6). The eyewing drops a one-foot-diameter ball of poisonous liquid at a point on the ground directly below it. Each creature in a 5-foot-radius sphere centered on that point must make a DC 13 Constitution saving throw. On a failed save, a creature takes 14 (4d6) poison damage and is poisoned for 1 hour. Until this poison ends, a creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. On a successful save, a creature takes half as much damage and isn't poisoned.



GATORFOLK

GATORFOLK

Gatorfolk are cruel and savage 8-feet tall reptilian humanoids with an osteodermic hide. Their heads, much like an alligator's, feature a U-shaped snout filled with serrated teeth. Small, beady yellow eyes sit on each side, covered in a transparent protective liquid layer that allows them to see even the slightest movements underwater.

Well-Defended Lair. The brutish gatorfolk possess limited intelligence but speak Draconic and broken bits of Common. They live in a tribal-like hierarchy, led by a chieftain chosen from the strongest of the tribe. Their camp features simple thatched huts and thick wooden bridges built on swamps, marshes, and shallow parts of rivers. Snares, pits, and spear traps are littered around their territory to deter intruders and catch the occasional meal. Alligators and crocodiles, which the gatorfolk treat as pets, infest the waters around their homes.

Rapacious Raiders. Gatorfolk usually hunt within their territory, lying submerged underwater in river banks near animal trails and roads. If food is scarce, they will form hunting parties and raid nearby humanoid settlements. They will eat almost anything that has meat but particularly favor the taste of bullywug, humans, and livestock.

Reptilian Allies. Gatorfolk worship Sess'innek, who they believe is the first true gatorfolk that spawned their race before it became a demon lord. Gatorfolk may build alliances with lizardfolk, which they see as their kin. However, they bully and almost treat them as slaves. Gatorfolk have been known to work with black dragons, crocosphinxes, dracotaurs, evil naga, and yuan-ti, serving them as guards and mercenaries.

GATORFOLK

Large Humanoid (Gatorfolk), typically Chaotic Evil

Armor Class 13 (natural armor)
Hit Points 37 (5d10 + 10)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Stealth +2
Senses passive Perception 11
Languages Draconic
Challenge 2 (450 XP) **Proficiency Bonus** +2

Hold Breath. The gatorfolk can hold its breath for 15 minutes.

ACTIONS

Multiattack. The gatorfolk makes two attacks, one of which must be a Bite attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Greatclub. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 7 (1d8 + 3) bludgeoning damage, and the target must succeed on a DC 13 Strength saving throw or be knocked prone.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Gatorfolk Chieftain

Large Humanoid (Gatorfolk), typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 105 (14d10 + 28)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	14 (+2)	6 (-2)	12 (+1)	13 (+1)

Skills Intimidation +4, Stealth +3
Senses passive Perception 11
Languages Draconic
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Hold Breath. The gatorfolk can hold its breath for 15 minutes.

Marshal Allies. Unless the gatorfolk is incapacitated, it and creatures of its choice within 30 feet of it have advantage on saving throws against being frightened.

Actions

Multiattack. The gatorfolk makes two melee attacks: one with its Bite and one with its Spiked Greatclub or Tail.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Spiked Greatclub. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 2 (1d4) piercing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage, and the target must succeed on a DC 15 Strength saving throw or be knocked prone.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Rallying Cry (1/Day). Each creature of the gatorfolk's choice that is within 30 feet of it, can hear it, and not already affected by Rallying Cry gains 9 (2d8) temporary hit points and advantage on saving throws until the start of the gatorfolk's next turn. The gatorfolk can then make one attack as a bonus action.

Reactions

Tail Swipe. When an enemy the gatorfolk can see moves within 10 feet of the gatorfolk, the gatorfolk can make one Tail attack against that enemy.

Legendary Actions

The gatorfolk can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The gatorfolk regains spent legendary actions at the start of its turn.

Move. The gatorfolk moves up to half its speed.

Bite. The gatorfolk makes a Bite attack.

Intimidate Foe. The gatorfolk targets one creature it can see within 30 feet of it. If the target can see and hear the gatorfolk, it must make a DC 12 Wisdom saving throw or become frightened of the gatorfolk until the end of the gatorfolk's next turn.

Club (Costs 2 Actions). The gatorfolk makes a Spiked Greatclub attack.

Gatorfolk Claw of Sess'innek

Large Humanoid (Gatorfolk), typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 82 (11d10 + 22)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	6 (-2)	13 (+1)	13 (+1)

Skills Intimidation +4, Stealth +3
Senses passive Perception 11
Languages Draconic
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Brave. The gatorfolk has advantage on saving throws against being frightened.

Hold Breath. The gatorfolk can hold its breath for 15 minutes.

Actions

Multiattack. The gatorfolk makes two melee attacks: one with its Bite and one with its Greatsword or Tail.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage, and the target must succeed on a DC 15 Strength saving throw or be knocked prone.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Bellow (Recharge 5–6). The gatorfolk emits a horrific bellow. Each creature within 60 feet of the gatorfolk and able to hear the Gatorfolk must make a DC 13 Wisdom saving throw or be frightened of the gatorfolk for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

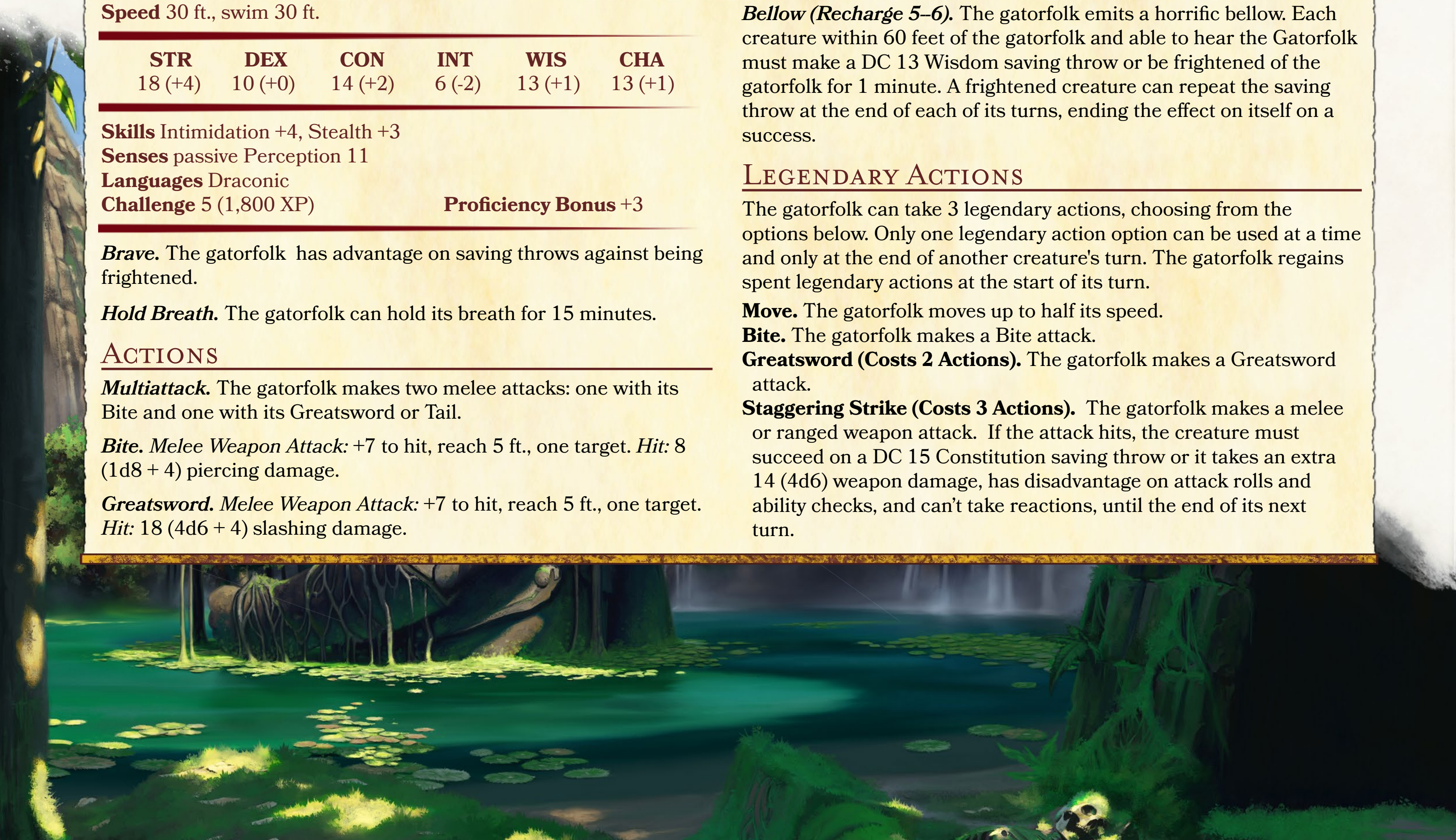
The gatorfolk can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The gatorfolk regains spent legendary actions at the start of its turn.

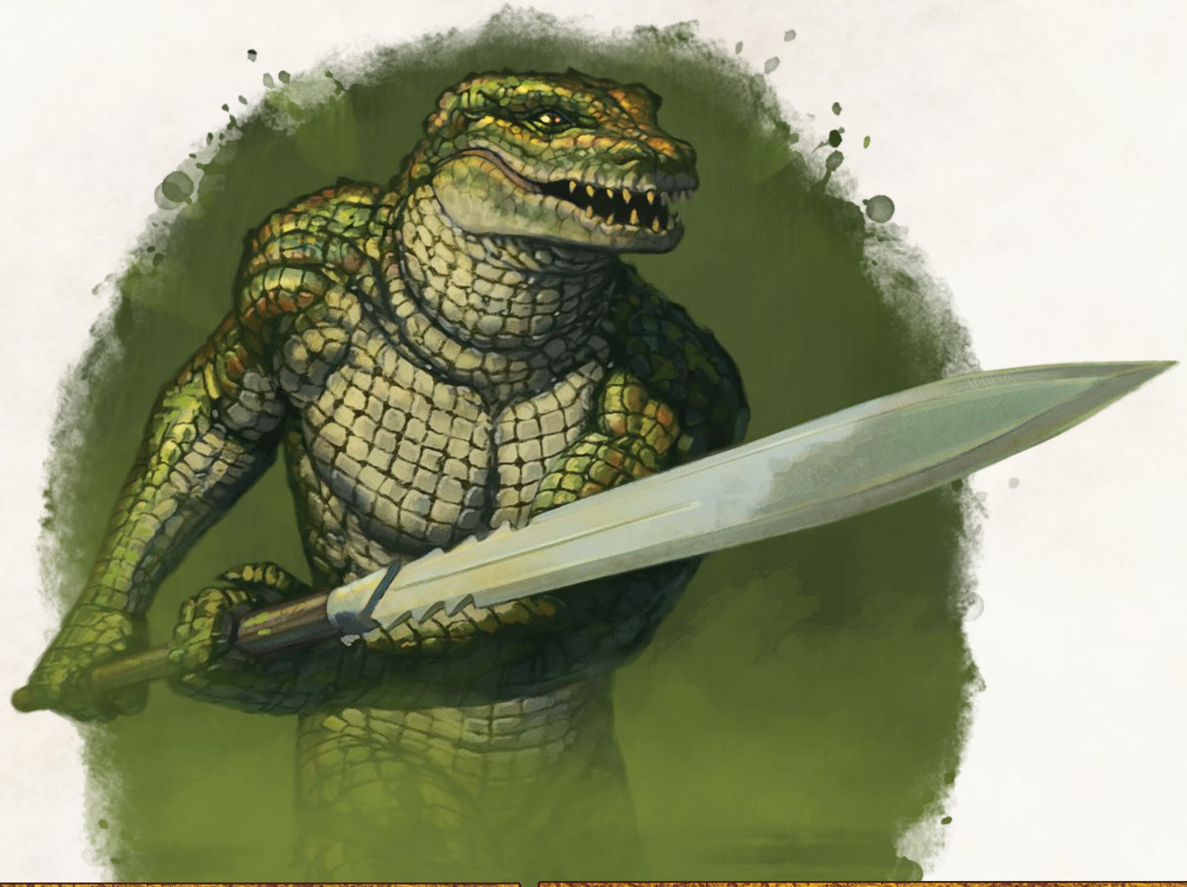
Move. The gatorfolk moves up to half its speed.

Bite. The gatorfolk makes a Bite attack.

Greatsword (Costs 2 Actions). The gatorfolk makes a Greatsword attack.

Staggering Strike (Costs 3 Actions). The gatorfolk makes a melee or ranged weapon attack. If the attack hits, the creature must succeed on a DC 15 Constitution saving throw or it takes an extra 14 (4d6) weapon damage, has disadvantage on attack rolls and ability checks, and can't take reactions, until the end of its next turn.





GATORFOLK SHAMAN

Large Humanoid (Gatorfolk), typically Chaotic Evil

Armor Class 13 (natural armor)
Hit Points 82 (11d10 + 22)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	8 (-1)	16 (+3)	7 (-2)

Skills Stealth +2
Senses passive Perception 13
Languages Draconic
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Hold Breath. The gatorfolk can hold its breath for 15 minutes.

ACTIONS

Multiattack. The gatorfolk makes two attacks, one of which must be a Bite attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, or 12 (2d8 + 3) piercing damage if used with two hands to make a melee attack.

Tail. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 7 (1d8 + 3) bludgeoning damage, and the target must succeed on a DC 13 Strength saving throw or be knocked prone.

Spellcasting. The gatorfolk casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *druidcraft, poison spray* (2d12), *shape water*
1/day each: *freedom of movement, ice storm, hold person, Melf's acid arrow, stinking cloud, thunderwave, tidal wave*

GATORFOLK WITCH DOCTOR

Large Humanoid (Gatorfolk), typically Chaotic Evil

Armor Class 13 (natural armor)
Hit Points 67 (9d10 + 18)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	8 (-1)	16 (+3)	7 (-2)

Skills Stealth +2
Senses passive Perception 13
Languages Draconic
Challenge 3 (700 XP) **Proficiency Bonus** +2

Hold Breath. The gatorfolk can hold its breath for 15 minutes.

ACTIONS

Multiattack. The gatorfolk makes two attacks, one of which must be a Bite attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage, or 11 (2d8 + 2) piercing damage if used with two hands to make a melee attack.

Tail. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target must succeed on a DC 12 Strength saving throw or be knocked prone.

Spellcasting. The gatorfolk casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

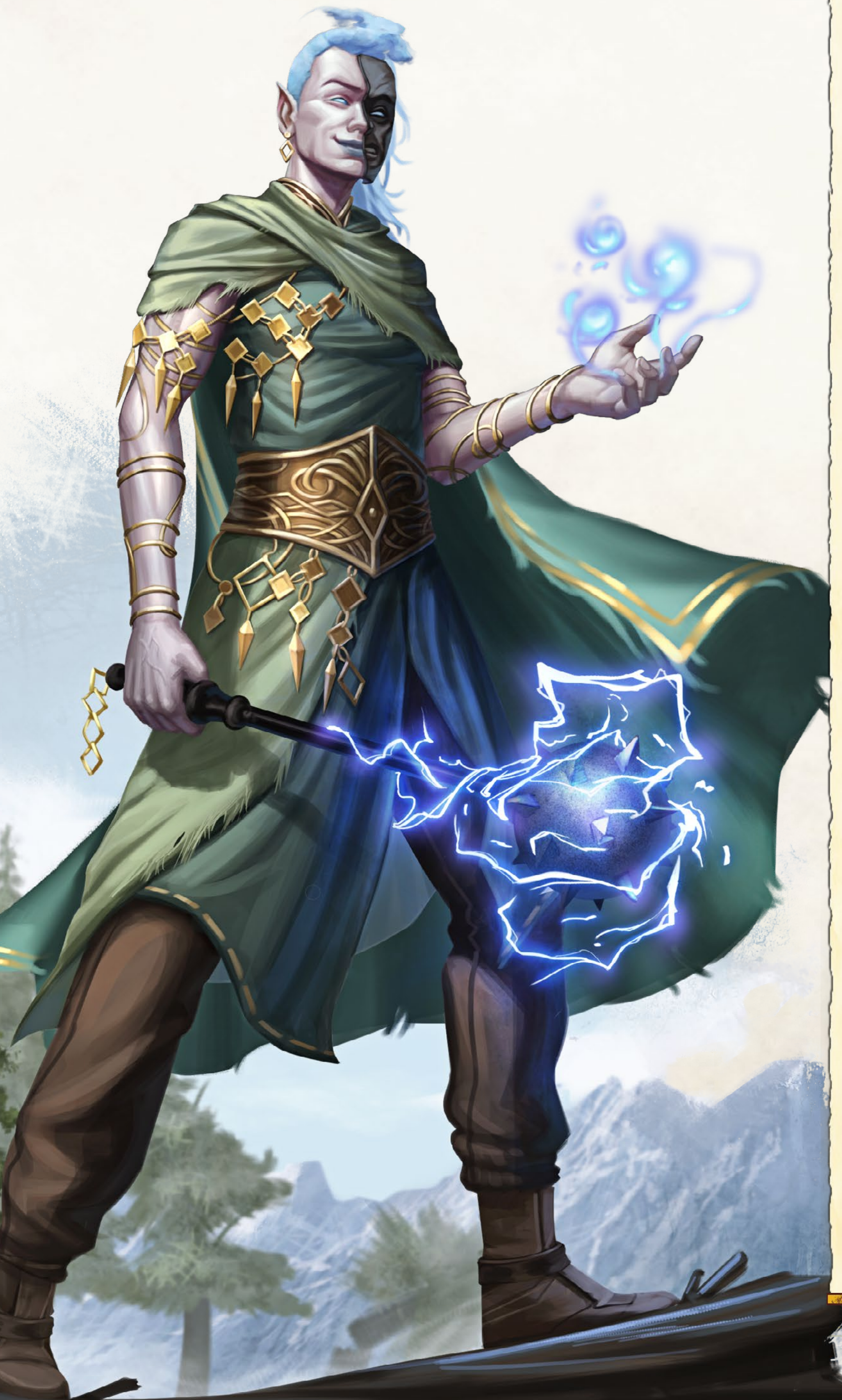
At will: *resistance, sacred flame* (2d8), *thaumaturgy, toll the dead* (2d8 or 2d12)
1/day each: *dragon's breath, erupting earth, fog cloud, healing word, hold person, spirit guardians*

GIANTS

CLOUD GIANT DIVINE TRICKSTER

The cloud giant divine trickster is a powerful cleric of Memnor, the giant deity of control, deceit, and pride. It is a cunning cleric that seeks to bring chaos and disorder to the Realms through deception and manipulation. It enjoys orchestrating wars between nations and factions and delights in bringing misery to everyone.

In combat, the cloud giant is very crafty and opportunistic and often employs dirty tactics. Aside from its incredible strength and potent divine magic, it can conjure an illusory image of itself to mislead attackers. It also has the uncanny ability to copy and recast most spells it has just observed from other spellcasters.



CLOUD GIANT DIVINE TRICKSTER

Huge Giant, typically Chaotic Neutral

Armor Class 14 (natural armor)
Hit Points 230 (20d12 + 100)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	11 (+0)	20 (+5)	12 (+1)	20 (+5)	16 (+3)

Saving Throws Con +10, Wis +10, Cha +8
Skills Deception +8, Insight +10, Perception +10
Senses passive Perception 20
Languages Common, Giant
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Keen Smell. The giant has advantage on Wisdom (Perception) checks that rely on smell.

Legendary Resistance (1/Day). If the giant fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The giant makes two attacks with its Morningstar.

Morningstar. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage plus 4 (1d8) lightning damage.

Rock. *Ranged Weapon Attack:* +13 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Spellcasting. The giant casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 18):

At will: *detect magic, fog cloud, light, poison spray* (2d12), *minor illusion, thaumaturgy*
3/day each: *feather fall, fly, misty step, telekinesis*
1/day each: *banishment, charm person, control weather, disguise self, gaseous form, mirror image, polymorph, suggestion*

Cloak of Shadows (Recharges after a Short or Long Rest). The giant creates a perfect illusion of itself that lasts for 1 minute, or until the giant loses its concentration (as if it was concentrating on a spell). The illusion appears in an unoccupied space that the giant can see within 30 feet of it. As a bonus action on its turn, it can move the illusion up to 30 feet to a space it can see, but it must remain within 120 feet of it.

For the duration, the giant can cast spells as though it was in the illusion's space, but it must use its own senses. Additionally, when both the giant and its illusion are within 5 feet of a creature that can see the illusion, the giant has advantage on attack rolls against that creature, given how distracting the illusion is to the target.

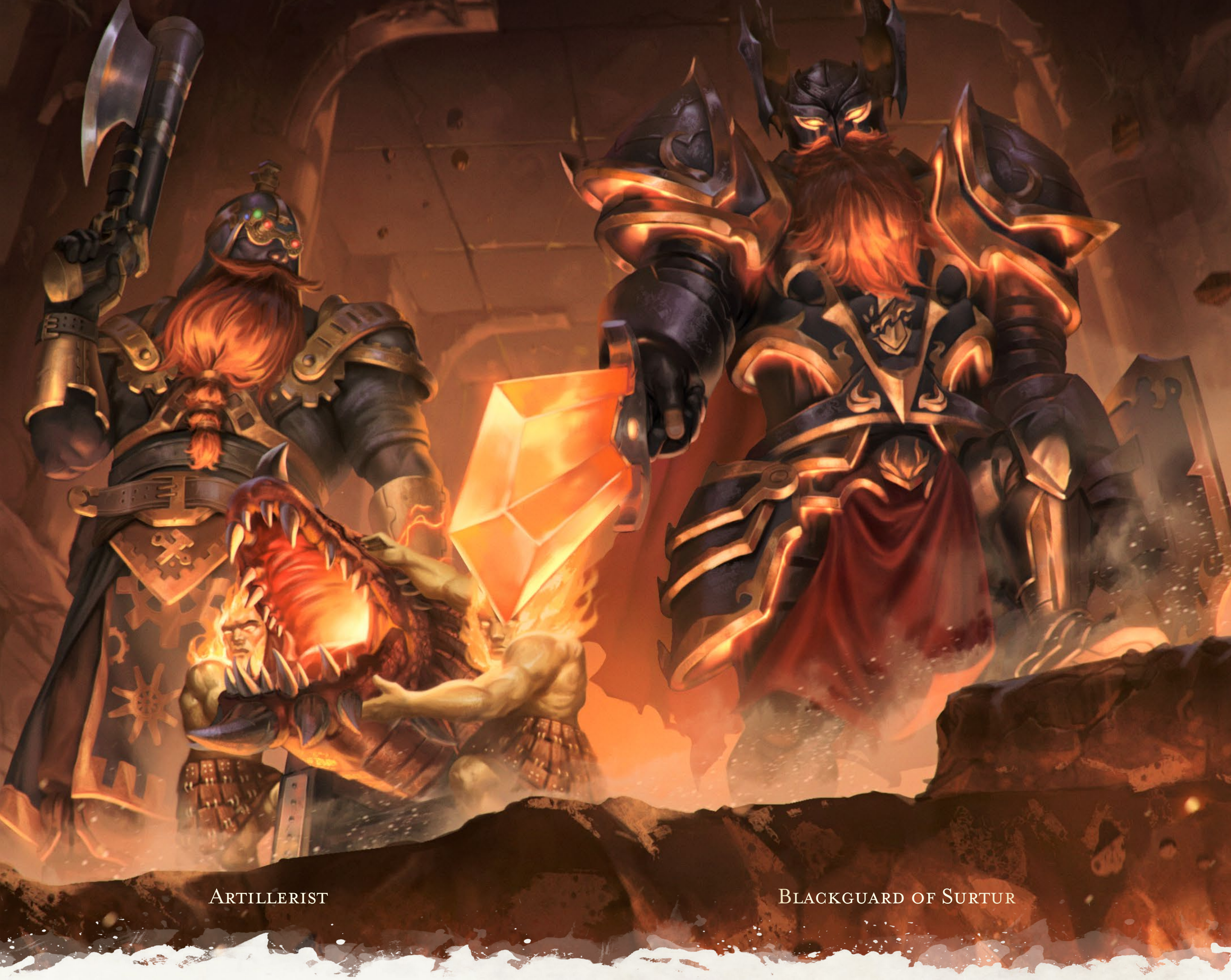
REACTIONS

Mirror Spell (3/Day). When a creature within 30 feet of the giant casts a spell, and the giant can see and hear the creature, the giant temporarily gains knowledge of the spell if it is at least 1st level and not higher than 4th level and takes only 1 action to cast. The giant knows the spell this turn only and casts it using Wisdom as the spellcasting ability (spell save DC 18, +10 to hit with spell attacks).

LEGENDARY ACTIONS

The giant can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The giant regains spent legendary actions at the start of its turn.

Move. The giant moves up to half its speed.
Attack (Costs 2 Actions). The giant makes a melee or ranged attack.
Cast a Spell (Costs 2 Actions). The giant uses Spellcasting.



Fire Giant Artillerist

The fire giant artillerist is valued by its allies for its ability to wreak havoc on the battlefield and unleash devastating attacks from afar. If not in combat, the fire giant crafts and tinkers with siege machines.

Fire Giant Blackguard of Surtur

This tyrannical fire giant is a black-hearted paladin that leads armies of fire giants and its minions in conquering settlements that borders its lands. It orders the purification of the weak - all those that it has defeated, by burning them with their cleansing fire in the name of Surtur.

Fire Giant Chain Brute

The fire giant chain brute often serves as a blacksmith or jailer. It is skilled in fighting with a spiked chain attached to a hook. It uses the chain to snare targets and bring them close enough to impale with its hook. The fire giant also uses a variety of devastating techniques to wield the chain, hitting and knocking down multiple enemies or battering them with an overhead smash.

Fire Giant Juggernaut

The unstoppable juggernaut is the ultimate siege weapon of a fire giant army. The fire giant is fully covered in thick heavy plate mail and wields an enormous superheated iron maul. Its main objective is to destroy any barrier that may halt a fire giant army's approach and crushing everything that tries to block its path.

Fire Giant War Mage

Unlike the artillerist that prefers to fight from a distance, the fire giant war mage doesn't mind wading into battle as it always protects itself with *stoneskin* and *shield* spells. It can also easily cast destructive spells before or after it makes a melee attack.

Fire Giant Warlock of Imix

Certain fire giants that dabble in dark magic enter into a pact with Imix, the primordial Prince of Evil Fire. Drawing their powers from the All-Consuming Fire, the fire giants become fanatic militants and are characterized as aggressive, vain, and prone to anger. Fire giants usually worship Surtur but they tolerate the warlocks' presence for their skill in the battlefield.

Fire Giant Artillerist

Huge Giant, typically Lawful Evil

Armor Class 17 (splint)
Hit Points 184 (16d12 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	21 (+5)	17 (+3)	16 (+3)	13 (+1)

Saving Throws Con +9, Int +7, Wis +7
Skills Arcana +7, Perception +7
Damage Immunities fire
Senses passive Perception 17
Languages Giant
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Arcane Firearm. When the giant casts a spell, roll a d8, and the giant gains a bonus to one of the spell's damage rolls equal to the number rolled.

Actions

Multiattack. The giant makes two Handaxe attacks.

Handaxe. *Melee or Ranged Weapon Attack:* +10 to hit, reach 10 ft. or range 40/120 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Spellcasting. The giant casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *fire bolt* (3d10)*, mage hand, mending*
1/day each: *absorb elements, catapult, fireball, flame arrows, grease, haste, heat metal, scorching ray, shield, thunderwave*

Arcane Turret (Recharges after a Short or Long Rest).The giant magically summons a Large turret in an unoccupied space on a horizontal surface within 5 feet of it. The turret is a magical object that occupies its space and that has crablike legs. It has an AC of 18 and 120 hit points. It is immune to poison damage, psychic damage, and all conditions. If it is forced to make an ability check or a saving throw, treat all its ability scores as 10 (+0). If the mending spell is cast on it, it regains 2d6 hit points. It disappears if it is reduced to 0 hit points or after 10 minutes. The giant can dismiss it early as an action.
When the giant summons the turret, it decides which type it is, choosing from the options listed below:
1. *Flamethrower.* The turret exhales fire in an adjacent 30-foot cone that you designate. Each creature in that area must make a DC 15 Dexterity saving throw, taking 13 (3d8) fire damage on a failed save or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.
2. *Force Ballista.* Make a ranged spell attack, originating from the turret, at one creature or object within 120 feet of it. On a hit, the target takes 18 (4d8) force damage and if the target is a creature, it is pushed horizontally up to 10 feet away from the turret.
3. *Defender.* The turret emits a burst of positive energy that grants itself and each creature of your choice within 20 feet of it 2d8 + 3 temporary hit points.

On each of its turns, the giant can take a bonus action to cause the turret to activate if it is within 60 feet of it. As part of the same action, the giant can direct the turret to walk or climb up to 20 feet to an unoccupied space.

The giant can use an action to command the turret to detonate if is within 60 feet of it. Doing so destroys the turret and forces each creature within 20 feet of it to make a DC 15 Dexterity saving throw, taking 21 (6d6) force damage on a failed save or half as much damage on a successful one.

Fire Giant Blackguard of Surtur

Huge Giant, typically Lawful Evil

Armor Class 20 (plate, shield)
Hit Points 200 (16d12 + 96)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	16 (+3)

Saving Throws Con +11, Wis +7, Cha +8
Skills Insight +7, Intimidation +8
Damage Resistance nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)
Damage Immunities fire
Senses passive Perception 12
Languages Giant
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Aura of Conquest. If the giant isn't incapacitated, a creature frightened of the giant that starts its turn within 30 feet of the giant takes 10 (3d6) psychic damage and has its speed is reduced to 0.

Legendary Resistance (1/Day). If the giant fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The giant makes two Longsword attacks.

Longsword. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage, or 23 (3d10 + 7) slashing damage if used with two hands, plus 4 (1d8) fire damage.

Rock. *Ranged Weapon Attack:* +12 to hit, reach 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage plus 9 (2d8) fire damage.

Spellcasting. The giant casts one of the following spells using Charisma as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

2/day each: *command, compelled duel, hold person, wrathful smite*
1/day each: *banishment, bestow curse, blinding smite, dispel magic, fear, stoneskin**

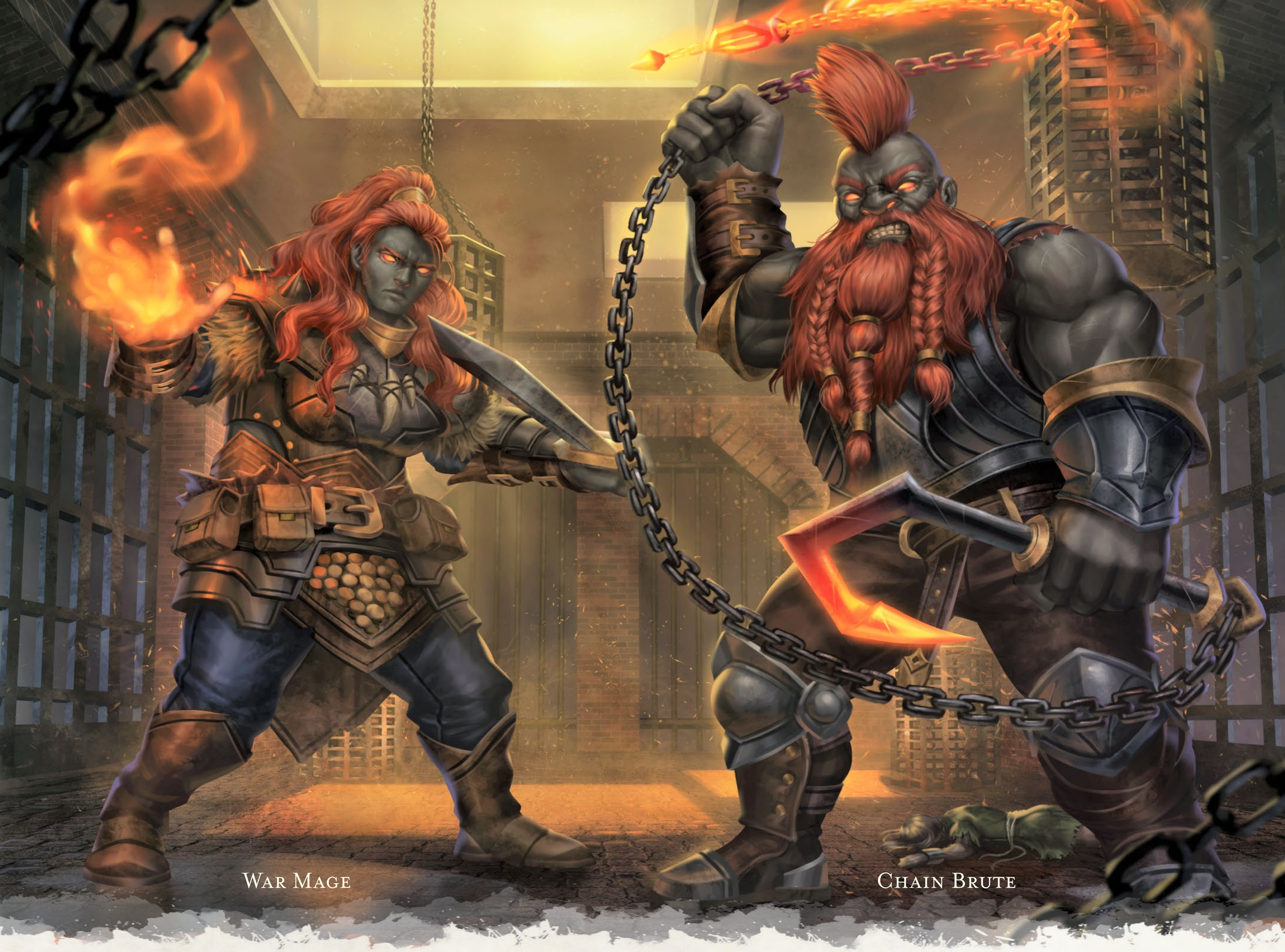
*The giant casts this spell on itself before combat.

Conquering Presence (Recharges after a Short or Long Rest). The giant forces each creature of its choice that it can see within 30 feet of it to make a DC 16 Wisdom saving throw. On a failed save, a creature becomes frightened of the giant for 1 minute. The frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The giant can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The giant regains spent legendary actions at the start of its turn.

Move. The giant moves up to half its speed.
Word of Oppression. The giant casts *command* or *hold person*.
Burning Glare of Surtur. The giant turns its gaze toward one creature it can see within 60 feet of it and commands it to combust. The target must succeed on a DC 16 Wisdom saving throw. On a failed save, the target takes 13 (3d8) fire damage and is frightened until the end of its next turn. On a successful save, the target takes half as much damage and isn't frightened.
Longsword (Costs 2 Actions). The giant makes a Longsword attack.



Fire Giant Chain Brute

Huge Giant, typically Lawful Evil

Armor Class 15 (half plate)
Hit Points 187 (15d12 + 90)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	22 (+6)	10 (+0)	14 (+2)	13 (+1)

Saving Throws Dex +4, Con +10, Cha +5
Skills Athletics +12, Perception +6
Damage Immunities fire
Senses passive Perception 16
Languages Giant
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Actions

Multiattack. The giant makes two melee attacks: one with its Chain and one with its Hook. It can replace its Chain attack with Chain Sweep, Chain Lash, or Chain Smash, if available.

Chain. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage plus 4 (1d8) fire damage and if the target is a creature, it must make a DC 20 Strength saving throw or be pulled 15 feet toward the giant.

Hook. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (3d6 + 8) piercing damage plus 4 (1d8) fire damage and if the target is Huge or smaller creature, it is also grappled (escape DC 20). Until this grapple ends, the target is restrained, the giant can automatically hit the target with its hook, and the giant can't attack another target with its hook.

Chain Sweep. The giant swings its chain, and every creature within 20 feet of it must make a DC 20 Dexterity saving throw. On a failed saving throw, a creature takes 21 (3d8 + 8) bludgeoning damage plus 4 (1d8) fire damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

Chain Lash. The giant whips and slams its chain on the ground in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw. On a failed saving throw, a creature takes 21 (3d8 + 8) bludgeoning damage plus 4 (1d8) fire damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

Chain Smash (Recharge 5–6). *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 35 (6d8 + 8) bludgeoning damage plus 4 (1d8) fire damage, and the target must succeed on a DC 20 Constitution saving throw or be knocked unconscious for 1 minute. The unconscious target repeats the saving throw if it takes damage and at the end of each of its turns, ending the effect on itself on a success.

Rock. *Ranged Weapon Attack:* +12 to hit, reach 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Fire Giant Juggernaut

Huge Giant, typically Lawful Evil

Armor Class 18 (plate)
Hit Points 216 (16d12 + 112)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	8 (-1)	24 (+7)	8 (-1)	10 (+0)	11 (+0)

Saving Throws Str +14, Con +12, Cha +5
Skills Athletics +14, Perception +5
Damage Immunities fire
Senses passive Perception 15
Languages Giant
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Overpowering Charge. If the giant moves at least 20 feet straight toward a target and then hits it with a melee attack on the same turn, the target takes an extra 18 (4d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 22 Strength saving throw or be pushed horizontally up to 20 feet away and knocked prone. If the target's saving throw fails by 5 or more, the target is also stunned until the end of its next turn.

Rooted. The giant has advantage on Strength and Dexterity saving throws made against effects that would pull, push, or knock it prone.

Siege Monster. The giant deals double damage to objects and structures.

Actions

Multiattack. The giant makes two Maul attacks.

Maul. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 30 (6d6 + 9) bludgeoning damage plus 7 (2d6) fire damage.

Rock. *Ranged Weapon Attack:* +14 to hit, reach 60/240 ft., one target. *Hit:* 31 (4d10 + 9) bludgeoning damage.

Crushing Stride. The giant moves up to its speed in a straight line. During this move, it can enter Large or smaller creatures' spaces. A creature whose space the giant enters must succeed on a DC 22 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the giant's path. On a failed save, the creature falls prone and takes 27 (4d8 + 9) bludgeoning damage. If the target's saving throw fails by 5 or more, the target is also stunned until the end of its next turn. If the giant remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the giant. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 22 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the giant and is no longer restrained.

Fire Giant War Mage

Huge Giant, typically Lawful Evil

Armor Class 17 (splint)
Hit Points 172 (15d12 + 75)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	17 (+3)	15 (+2)	13 (+1)

Saving Throws Con +9, Int +7, Wis +6
Skills Arcana +7, Perception +6
Damage Resistance nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)
Damage Immunities fire
Senses passive Perception 16
Languages Giant
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Battle Concentration. The giant has advantage on Constitution saving throws that it makes to maintain concentration on a spell when it takes damage.

Actions

Multiattack. The giant makes two Longsword attacks. Alternatively, it can make one Longsword attack and cast one spell that takes 1 action to cast.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage, or 22 (3d10 + 6) slashing damage if used with two hands.

Rock. *Ranged Weapon Attack:* +10 to hit, reach 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

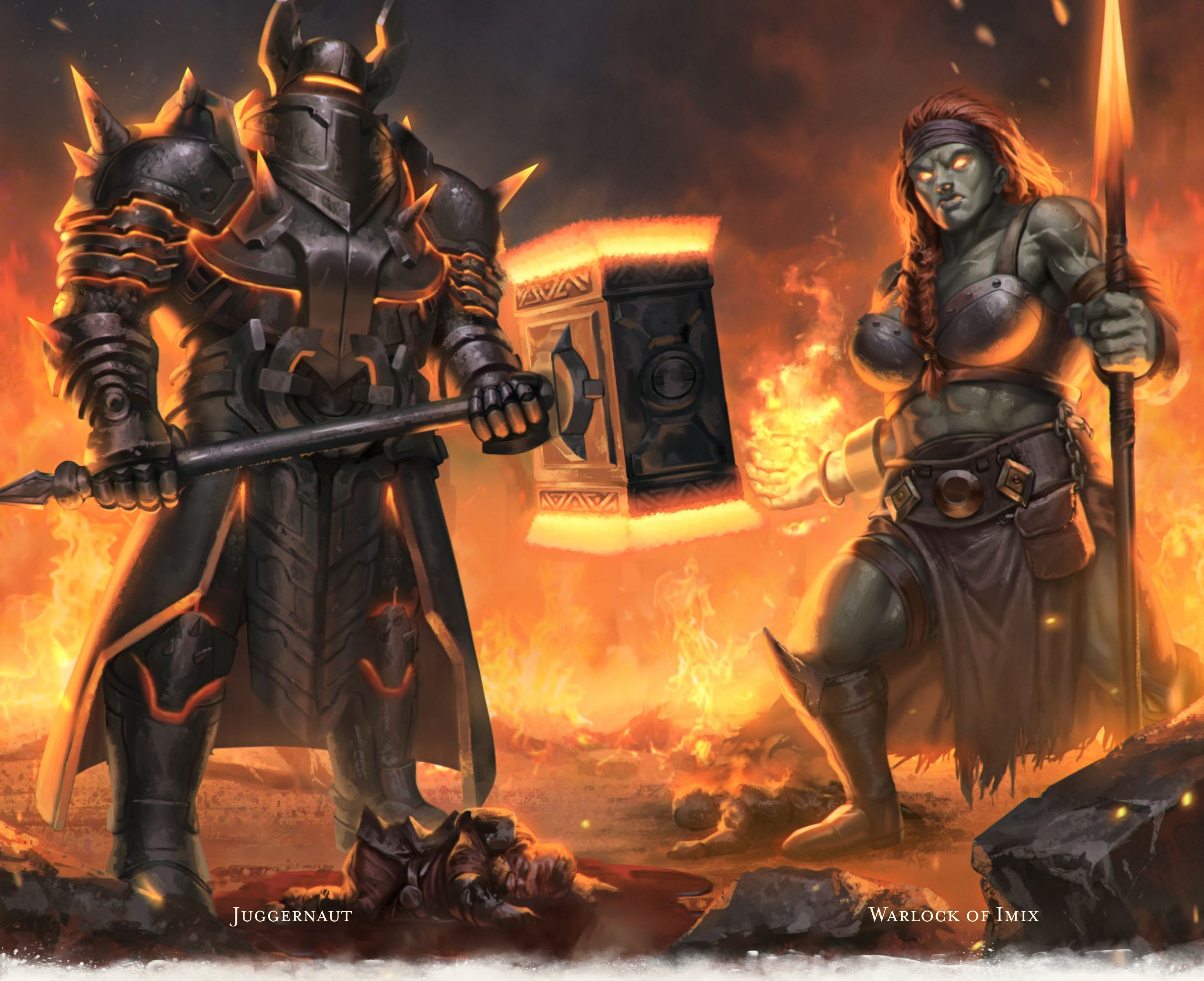
Spellcasting. The giant casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *fire bolt* (2d10), *light, mage hand, minor illusion, prestidigitation*
1/day each: *absorb elements, counterspell, dispel magic, fireball, misty step, scorching ray, shield, stoneskin,* vitriolic sphere*

*The giant casts this spell on itself before combat.

Reactions

Opportunity Spell. When a hostile creature's movement provokes an opportunity attack from the giant, it can use its reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.



Fire Giant Warlock of Imix

Huge Giant, typically Lawful Evil

Armor Class 15 (breastplate)
Hit Points 161 (14d12 + 70)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	21 (+5)	12 (+1)	14 (+2)	17 (+3)

Saving Throws Dex +5, Con +9, Cha +7
Skills Arcana +5, Perception +6
Damage Immunities fire
Senses passive Perception 16
Languages Common, Giant
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Actions

Multiattack. The giant makes two Spear attacks, or one Spear attack and casts one spell that takes 1 action to cast.

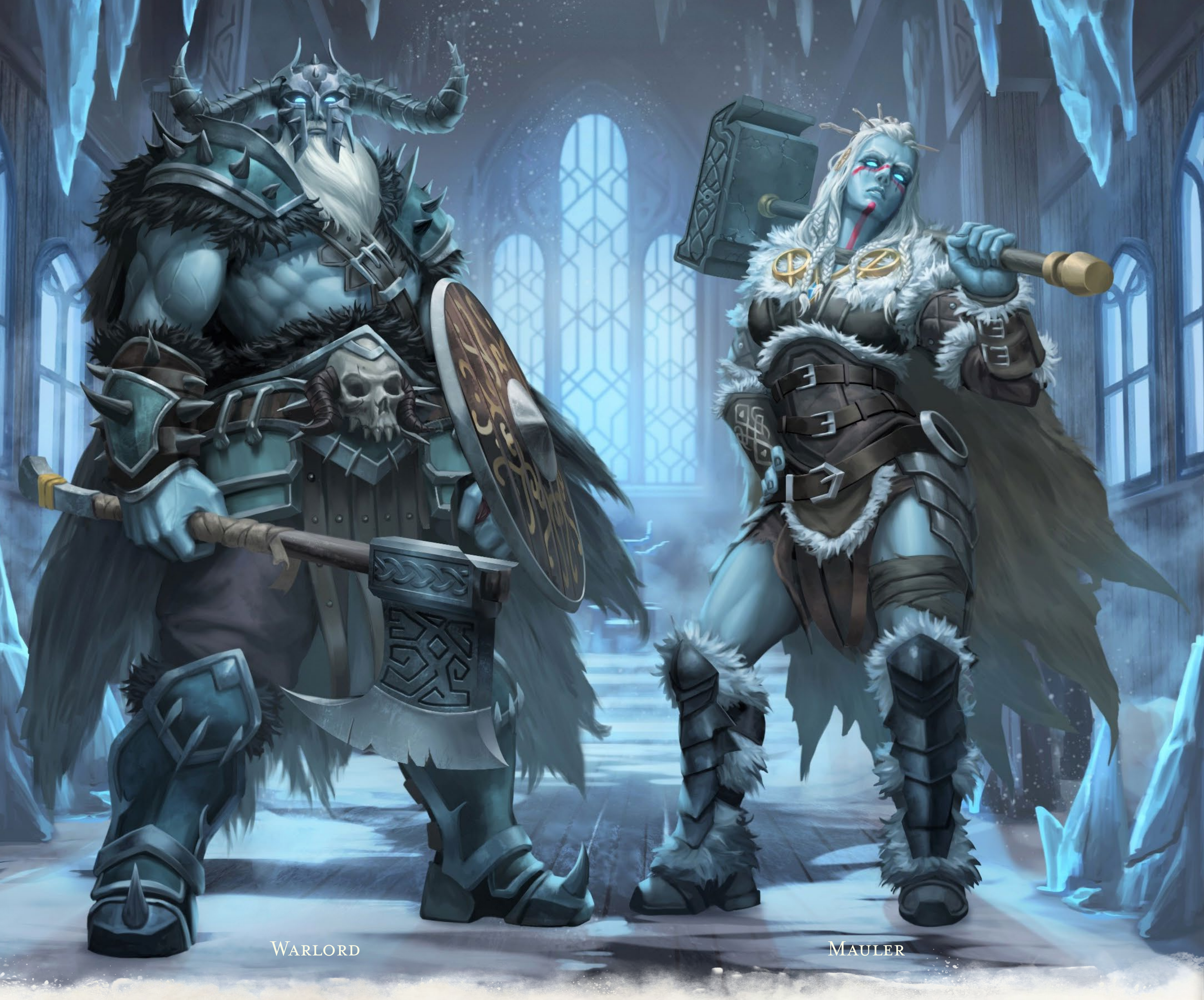
Spear. *Melee or Ranged Weapon Attack:* +9 to hit, reach 10 ft. or range 40/120 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage, or 18 (3d8 + 5) piercing damage if used with two hands to make a melee attack, plus 7 (2d6) fire damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 27 (4d10 + 5) bludgeoning damage plus 14 (4d6) fire damage.

Spellcasting. The giant casts one of the following spells using Charisma as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *create bonfire, freedom of movement, eldritch blast* (3 beams, 1d10 + 3 damage), *green-flame blade* (2d8 and 2d8), *levitate*
3/day (as 5th-level spells): *banishment, fear, fireball, fire shield, flame strike, hellish rebuke, scorching ray*
1/day: *investiture of flame*

Imix's Embrace (Recharge 5–6). The giant targets up to three creatures it can see within 60 feet of it. Each target must be within 30 feet of each other. The target must succeed on a DC 15 Constitution saving throw. On a failed save, the target takes 28 (8d6) fire damage and suffers 1 level of exhaustion. On a successful save, the target takes half as much damage.



Frost Giant Mammoth Rider

These frost giants are fierce veteran warriors that are highly skilled in mounted combat. In combat, they are able to command their trained mammoth mounts (Basic Rules, pg. 143) to stomp and trample over their foes.

Frost Giant Mauler

Most frost giants fight with axes and blades, but these fearsome warriors prefer wielding great mauls as they enjoy hearing the sounds of crunching bones and shattering skulls. Frost giant maulers have perfected the art of smashing the ground with their mauls, knocking over nearby foes.

Frost Giant Shaman of Auril

While most frost giants worship Thrym, some shamans revere the Frostmaiden. Shamans of Auril are often haughty, temperamental, and unpredictable. They make it their life's mission to make Auril known and feared by all by blanketing all lands with ice, quenching all fire, and smothering everyone with chilling winds.

Frost Giant Warlock of Kostchtchie

Ambitious frost giants sometimes pledge themselves to Kostchtchie to gain access to powerful dark magic, becoming warlocks. Because they are often aggressive and ill-tempered, they are usually solitary and live away from other frost giants. They remain an invaluable part of a frost giant tribe for their ability to curse enemies, making them vulnerable to cold.

Frost Giant Warlord

The gritty frost giant warlord is a charismatic leader who inspires courage within its allies and terror among its enemies. It is also a master tactician able to read the battlefield and is always one step ahead of everyone, issuing swift commands to its troops to ensure they gain the upper hand over their foes.

Frost Giant Wolflord

The wolflord is a cunning beastmaster who trains and commands dire wolves and winter wolves. It is also a formidable archer, able to shoot enchanted frost arrows that can pierce through the bodies of several enemies.

FROST GIANT MAMMOTH RIDER

Huge Giant, typically Chaotic Evil

Armor Class 15 (patchwork armor)
Hit Points 161 (14d12 + 70)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	9 (-1)	15 (+2)	10 (+0)

Saving Throws Con +9, Wis +6, Cha +4
Skills Animal Handling +6, Perception +6
Damage Immunities cold
Senses passive Perception 16
Languages Giant
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Mammoth Rider. The giant has advantage on melee attacks its makes while riding a mammoth.

Mounted Charge. If the giant, while mounted, moves at least 20 feet straight toward a creature and then hits it with a melee attack on the same turn, the target takes an extra 13 (2d12) weapon damage and must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the giant's mammoth mount can use its reaction to make one stomp attack against it.

ACTIONS

Multiattack. The giant makes two melee attacks or two ranged attacks. It can use Mammoth Stomp in place of one of these attacks.

Greataxe. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +10 to hit, reach 10 ft., or range 60/240 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage.

Mammoth Stomp. The giant's mammoth mount uses its reaction to make one Stomp attack. The giant must be mounted on its mammoth (Basic Rules, pg. 143) to use this action.

Mammoth Trample (Recharge 5–6). While mounted on a mammoth, the giant moves up to its speed in a straight line. During this move, it can enter Large or smaller creatures' spaces. A creature whose space the giant enters must succeed on a DC 18 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the giant's path. On a failed save, the creature falls prone and takes 29 (4d10 + 7) bludgeoning damage. If the giant remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the giant. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 18 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the giant and is no longer restrained.

FROST GIANT MAULER

Huge Giant, typically Chaotic Evil

Armor Class 15 (patchwork armor)
Hit Points 175 (14d12 + 84)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	22 (+6)	9 (-1)	10 (+0)	12 (+1)

Saving Throws Con +10, Wis +4, Cha +5
Skills Athletics +11, Perception +4
Damage Immunities cold
Senses passive Perception 14
Languages Giant
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

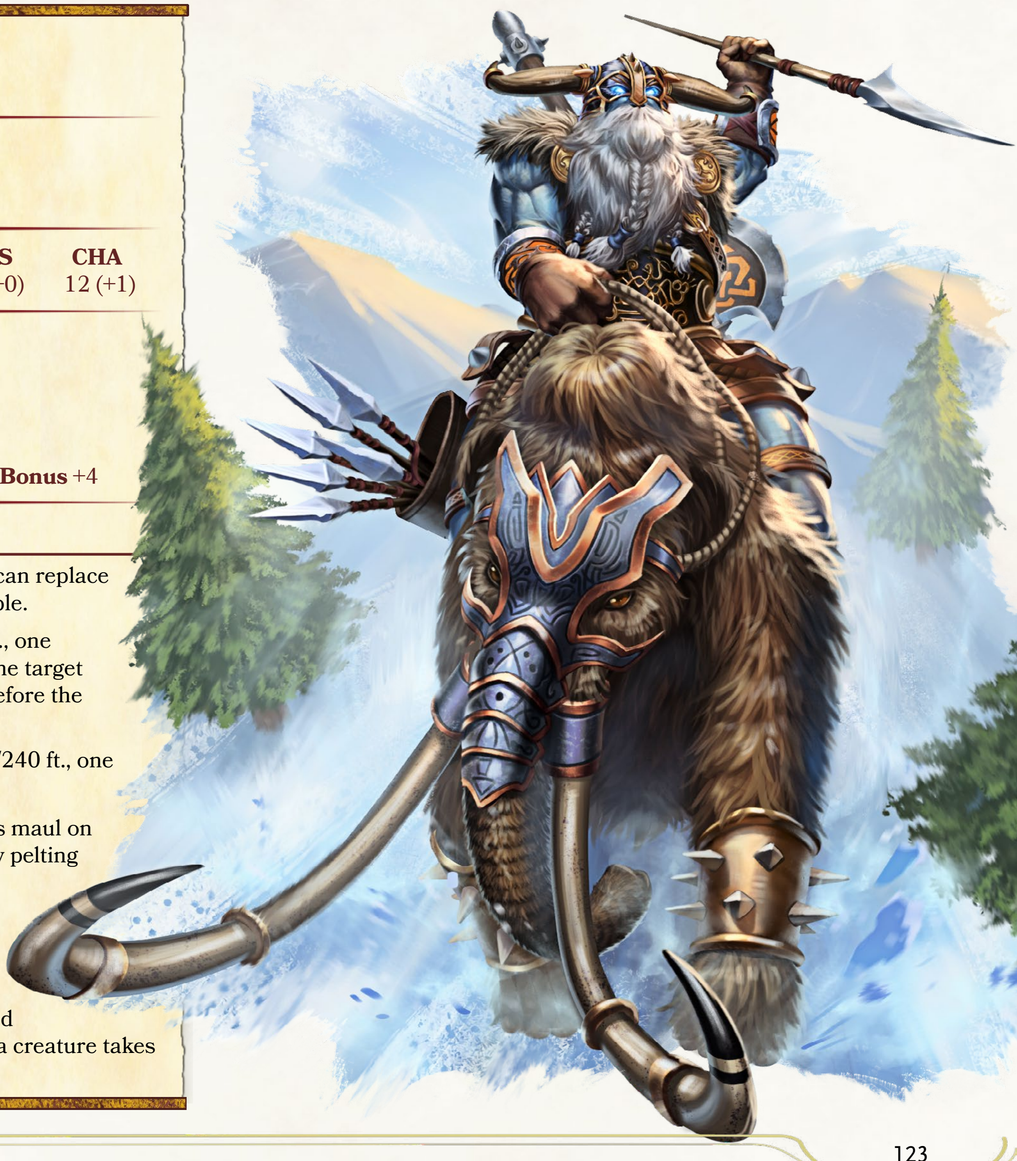
ACTIONS

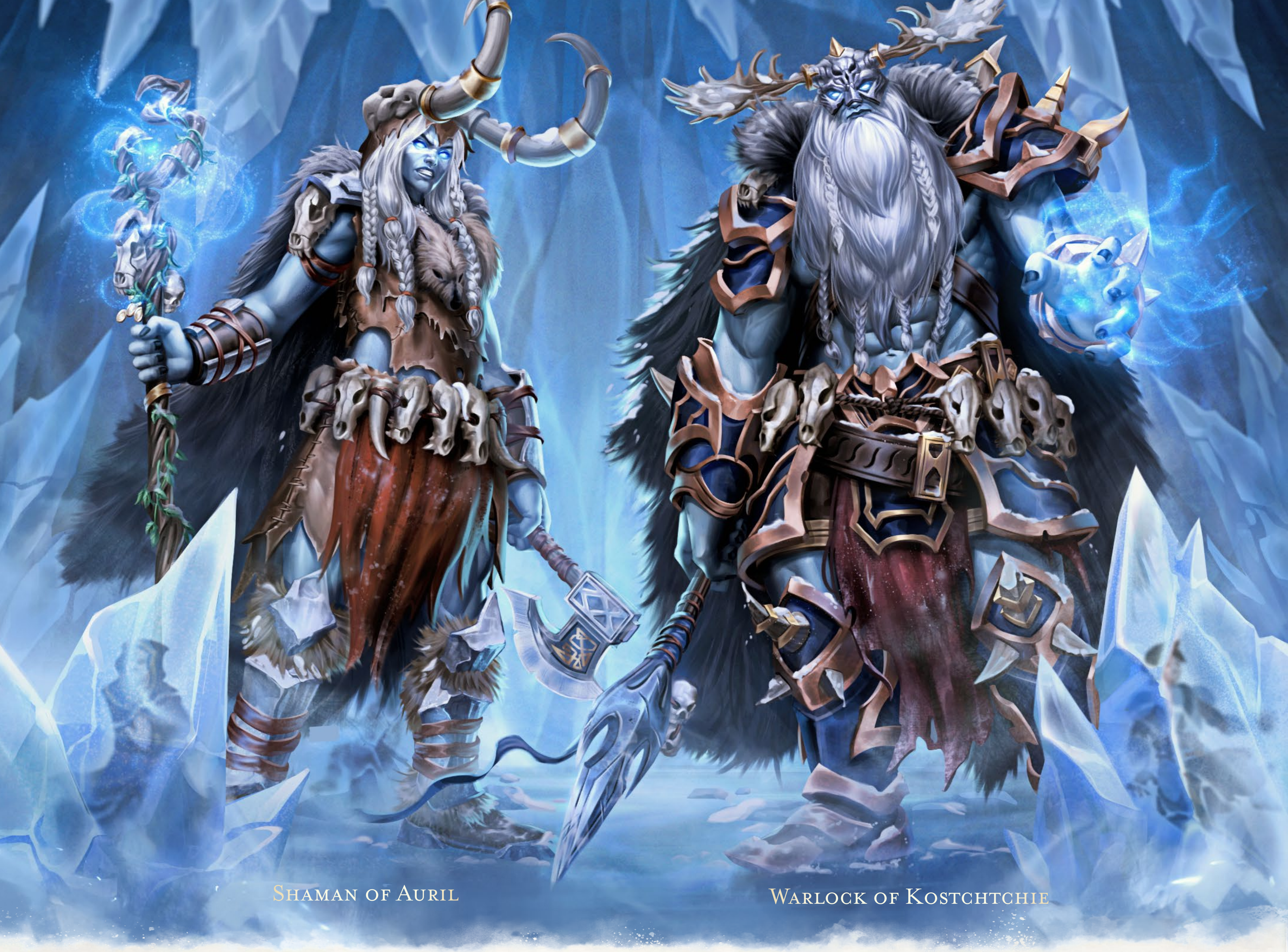
Multiattack. The giant makes two Maul attacks. It can replace one of its attacks with Ground Pound, if it is available.

Maul. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) bludgeoning damage and the target has disadvantage on the next attack roll it makes before the end of its next turn.

Rock. *Ranged Weapon Attack:* +11 to hit, reach 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Ground Pound (Recharge 5–6). The giant slams its maul on the ground, triggering an earth tremor and violently pelting the area with debris. Each creature on the ground originating from the giant in a 15-foot cube must succeed on a DC 19 Strength saving throw. On a failed save, a creature takes 28 (6d6 + 7) bludgeoning damage and is knocked prone. If a creature fails its save by 5 or more, it is also stunned until the end of its next turn. On a successful save, a creature takes half as much damage and isn't knocked prone.





Shaman of Auril

Warlock of Kostchtchie

FROST GIANT SHAMAN OF AURIL

Huge Giant, typically Chaotic Evil

Armor Class 15 (hide armor, shield)
Hit Points 168 (16d12 + 64)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	10 (+0)	16 (+3)	14 (+2)

Saving Throws Con +8, Wis +7, Cha +6
Skills Perception +7, Survival +7
Damage Resistance nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)
Damage Immunities cold
Senses passive Perception 17
Languages Common, Giant
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

ACTIONS

Multiattack. The giant makes two melee attacks or two ranged attacks.

Handaxe. *Melee or Ranged Weapon Attack:* +9 to hit, reach 10 ft. or range 40/120 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage plus 7 (2d6) cold damage.

Spellcasting. The giant casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *druidcraft, frostbite* (2d6), *mending, shape water*
1/day each: *absorb elements, dispel magic, fog cloud, healing word, ice storm, sleet storm, spike growth, stoneskin,* thunderwave*

*The giant casts this spell on itself before combat.

Freezing Breath of Auril (Recharge 5–6). The giant exhales magical frost in a 20-foot cube. Each creature in that area must succeed on a DC 16 Constitution saving throw. On a failed save, a creature takes 27 (6d8) cold damage and is encased in ice for 1 minute. While encased, a creature is restrained. As an action, the restrained target can make a DC 16 Strength check, breaking the ice on a success. The ice can also be attacked and destroyed (AC 12; hp 25; vulnerability to fire damage; immunity to cold, poison, and psychic damage). On a successful save, a creature takes half as much damage and isn't encased in ice.

Frost Giant Warlock of Kostchtchie

Huge Giant, typically Chaotic Evil

Armor Class 15 (patchwork armor)
Hit Points 178 (17d12 + 68)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	12 (+1)	10 (+0)	17 (+3)

Saving Throws Con +8, Wis +4, Cha +7
Skills Arcana +5, Perception +4
Damage Immunities cold
Senses passive Perception 14
Languages Common, Giant
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Actions

Multiattack. The giant uses Kostchtchie's Curse. It then makes two melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +9 to hit, reach 10 ft. or range 40/120 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage, or 18 (3d8 + 5) piercing damage if used with two hands to make a melee attack, plus 7 (2d6) cold damage.

Kostchtchie's Curse. The giant targets one creature it can see within 60 feet of it. The target must succeed on a DC 15 Wisdom saving throw. On a failed save, the creature is cursed and gains vulnerability to cold that lasts for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the giant's Kostchtchie's Curse for the next 24 hours. Casting *remove curse*, *greater restoration*, or a similar spell on the target ends the effect.

Spellcasting. The giant casts one of the following spells using Charisma as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *eldritch blast* (3 beams, 1d10 + 3 damage), *freedom of movement, frostbite* (3d6), *levitate* (self only), *mage hand, minor illusion, silent image*
3/day (as 5th-level spells): *cone of cold, counterspell, hold monster, hunger of Hadar, ice storm, summon greater demon*
1/day: *investiture of ice*

Glacial Rift (Recharge 5–6). The giant opens a momentary extraplanar rift to the Iron Wastes. The rift is a blizzard-filled, 20-foot cube. Each creature in that area must succeed on a DC 15 Constitution saving throw. On a failed save, a creature takes 31 (7d8) cold damage and can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. On a successful save, a creature takes half as much damage with no additional effects. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Frost Giant Warlord

Huge Giant, typically Chaotic Evil

Armor Class 17 (patchwork armor, shield)
Hit Points 200 (16d12 + 96)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	22 (+6)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Con +11, Wis +6, Cha +7
Skills Athletics +11, Perception +6
Damage Immunities cold
Senses passive Perception 16
Languages Common, Giant
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Legendary Resistance (2/Day). If the giant fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The giant uses Maneuver Allies, if available. It then makes two Battleaxe attacks.

Battleaxe. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage, or 22 (3d10 + 6) slashing damage if used with two hands.

Rock. *Ranged Weapon Attack:* +11 to hit, reach 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Maneuver Allies (Recharge 5–6). Up to four allies within 60 feet of the giant that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

War Cry (1/Day). Each creature of the giant's choice that is within 30 feet of it, can hear it, and not already affected by War Cry gain advantage on attack rolls until the start of the giant's next turn. All other creatures within 30 feet of it, can hear it, and not already affected by War Cry must make a DC 19 Wisdom saving throw or become frightened until the end of the giant's next turn. The giant can then make one attack as a bonus action.

Bonus Actions

Battle Command. The giant targets one ally it can see within 30 feet of it. If the target can see or hear the giant, the target can use its reaction to make one melee attack or to take the Dodge or Hide action.

Legendary Actions

The giant can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The giant regains spent legendary actions at the start of its turn.

Move. The giant moves up to half its speed.
Kick Ice. The giant kicks ice and snow in a 15-foot cone. Each Medium or smaller creature in that area must succeed on a DC 19 Strength saving throw or be knocked prone and blinded until the end of its next turn. The giant must be standing on icy or snowy ground to use this action.
Cunning Instruction. The giant targets one ally it can see within 30 feet of it. If the target can see or hear the giant, the target gains advantage on its next attack roll, ability check, or saving throw until the start of the giant's next turn.
Attack (Costs 2 Actions). The giant makes a melee or ranged attack.

Frost Giant Wolflord

Huge Giant, typically Chaotic Evil

Armor Class 16 (studded leather)
Hit Points 178 (17d12 + 68)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	20 (+5)	9 (-1)	15 (+2)	12 (+1)

Saving Throws Dex +8, Con +9, Wis +6, Cha +5
Skills Animal Handling +6, Perception +6, Stealth +8, Survival +6
Damage Immunities cold
Senses passive Perception 16
Languages Giant
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Actions

Multiattack. The giant makes two melee attacks or two ranged attacks.

Battleaxe. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage, or 21 (3d10 + 5) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one creature. *Hit:* 17 (3d8 + 4) piercing damage plus 9 (2d8) cold damage and if the target is a creature, it can't use reactions until the end of the giant's next turn.

Spellcasting. The giant casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

1/day each: *absorb elements, ensnaring strike, hunter's mark, spike growth, summon beast*

Summon Wolves (Recharges after a Short or Long Rest). The giant summons 3d6 wolves, 2d4 dire wolves, or 1d2 winter wolves. The wolves appear in unoccupied spaces within 30 feet of the giant and acts as its allies. The wolves act right after the giant on the same initiative count and fight until they're destroyed. They remain for 1 hour, until they or the giant dies, or until the giant dismisses them as an action.

Reactions

Protective Wolf. When the giant is hit by an attack, one allied wolf within 5 feet of the giant must use its reaction to be hit by the attack instead.

Legendary Actions

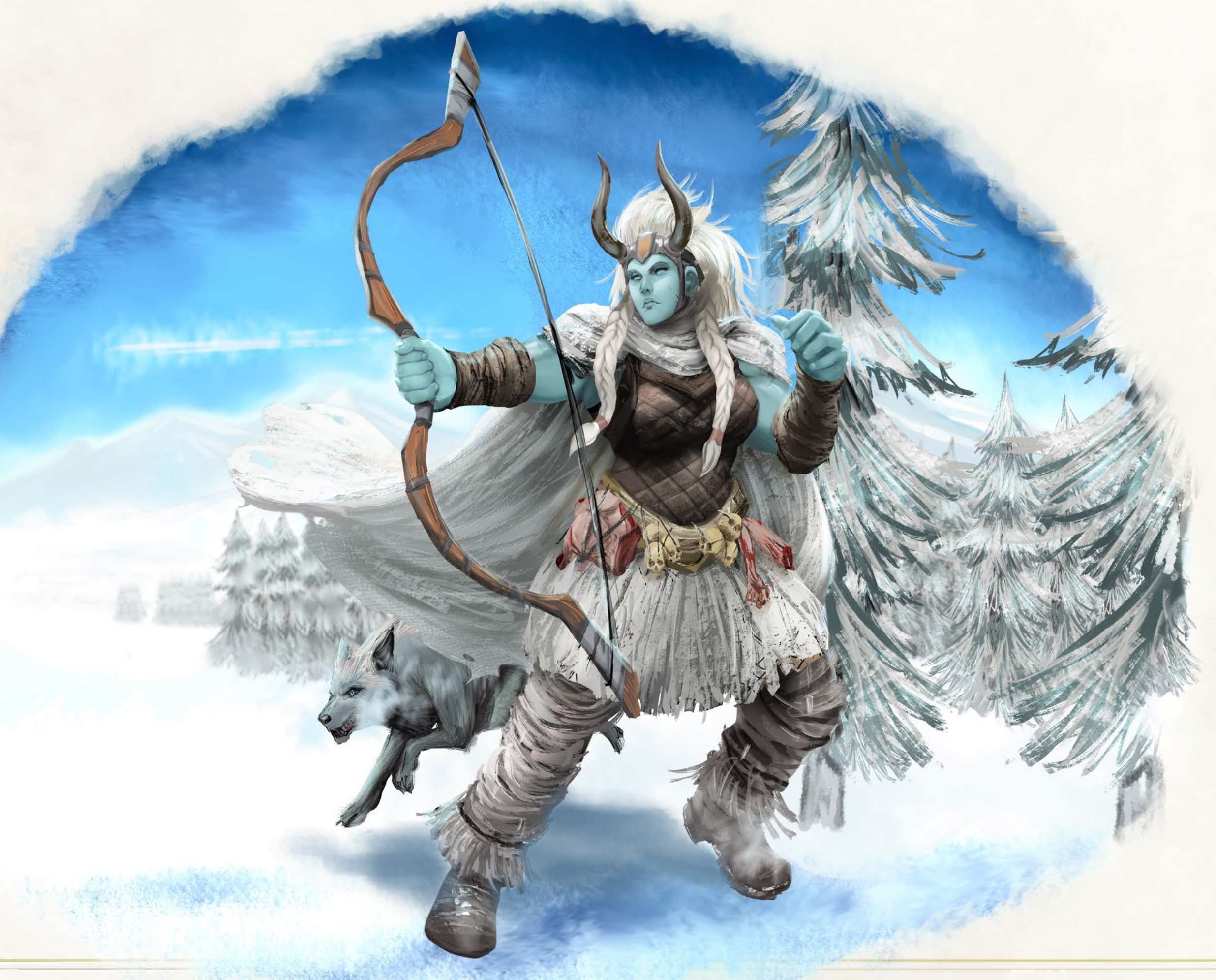
The giant can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The giant regains spent legendary actions at the start of its turn.

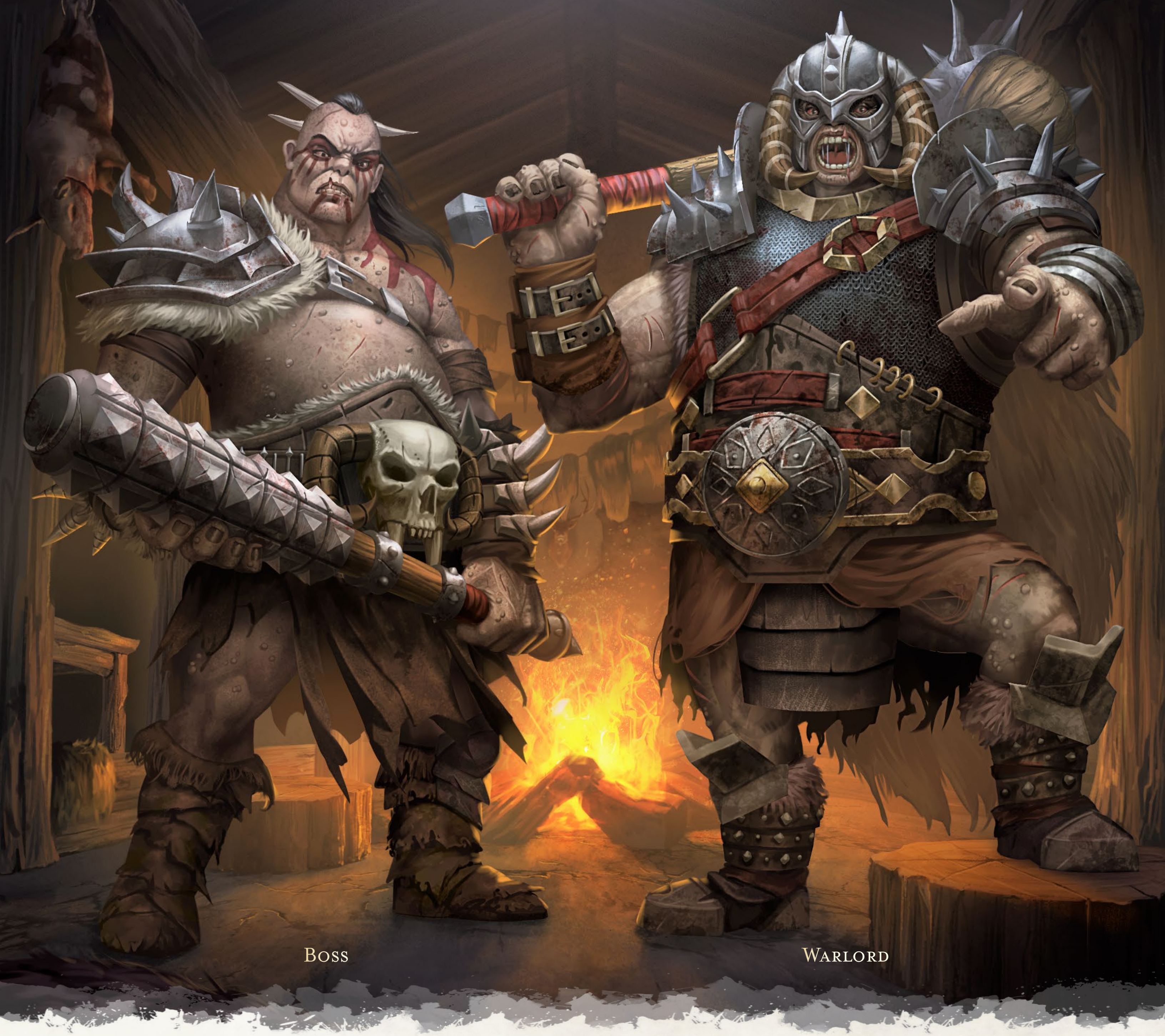
Move. The giant moves up to half its speed.

Command Wolf. The giant targets one allied wolf it can see within 30 feet of it. If the target can see and hear the giant, the target can use its reaction to make one melee weapon attack or move up to half its speed.

Attack (Costs 2 Actions). The giant makes a melee or ranged attack.

Piercing Frost Arrow (Costs 3 Actions). The giant shoots a magical arrow of ethereal cold that streaks in a line that is 120 feet long and 5 feet wide. Each creature in that line must succeed on a DC 16 Dexterity saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful one. If a creature fails its saving throw by 5 or more, it also suffers 1 level of exhaustion.





Boss

Warlord

HILL GIANT BOSS

This imposing hill giant is often the leader of a small clan of hill giants or serves as a guardian for more powerful creatures. Its mighty blows can knock down multiple foes and stun enemies.

HILL GIANT GLADIATOR

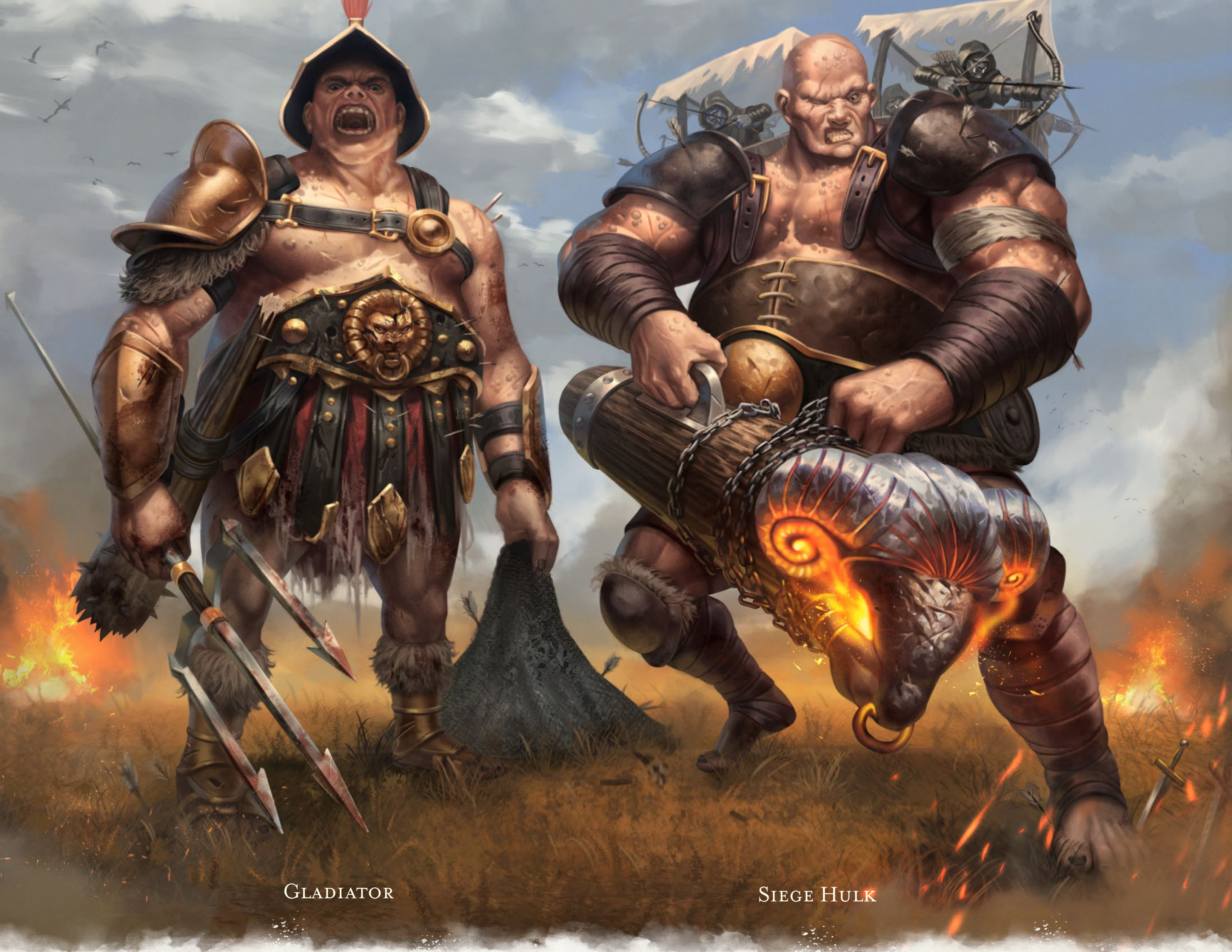
Hill giants make dimwitted warriors. If trained, however, they can make fearsome opponents on the battlefield. Hill giant gladiators are such examples. They fight for glory as well as for the simple satisfaction of crushing enemies to a pulp.

HILL GIANT SIEGE HULK

This massive hill giant has two palisaded wooden forts strapped on its back, each able to carry up to four small or two medium humanoids. The giant also carries an enormous battering ram that it uses mainly for smashing gates, drawbridges, and walls. However, the giant can also easily swing its battering ram like a club, bashing its foes senseless with it. Orc and hobgoblin armies often utilize these hill giant specialists during siege campaigns.

HILL GIANT SKIRMISHER

Hill giant skirmishers are typically smaller and weaker than their normal kin. They prefer handaxes, javelins, and spears over clubs and employ hit and run tactics instead of direct attacks. In combat, they will usually wait until their opponents are engaged with their allies before they maneuver in a position to allow them to flank their targets.



HILL GIANT BOSS

Huge Giant, typically Chaotic Evil

Armor Class 13 (natural armor)
Hit Points 149 (13d12 + 65)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	20 (+5)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +2
Senses passive Perception 12
Languages Giant
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

ACTIONS

Multiattack. The giant makes two melee attacks. It can replace one of its attacks with Ground Pound, if it is available.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Kick. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) bludgeoning damage and if the target is a Medium or smaller creature, it must succeed on a DC 17 Strength saving throw or be pushed horizontally up to 10 feet away and knocked prone.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Ground Pound (Recharge 5–6). The giant slams its greatclub on the ground, triggering an earth tremor and violently pelting the area with debris. Each creature on the ground originating from the giant in a 15-foot cube must succeed on a DC 17 Strength saving throw. On a failed save, a creature takes 19 (3d8 + 6) bludgeoning damage and is knocked prone. If a creature fails its save by 5 or more, it is also stunned until the end of its next turn. On a successful save, a creature takes half as much damage and isn't knocked prone.

LEGENDARY ACTIONS

The giant can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The giant regains spent legendary actions at the start of its turn.

Lumber. The giant moves up to 15 feet.

Kick. The giant makes a Kick attack.

Strike (Costs 2 Actions). The giant attacks with its Greatclub or Rock.

Smash (Costs 3 Actions). The giant attacks with its Greatclub. If the attack hits, the target must succeed on a DC 17 Constitution saving throw or be stunned until the end of its next turn. If the target fails its saving throw by 5 or more, it is also knocked unconscious for 1 minute.

Hill Giant Gladiator

Huge Giant, typically Chaotic Evil

Armor Class 16 (natural armor, shield)
Hit Points 172 (15d12 + 75)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	6 (-2)	10 (+0)	7 (-2)

Saving Throws Str +9, Con +8
Skills Perception +3
Senses passive Perception 13
Languages Giant
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Brave. The giant has advantage on saving throws against being frightened.

Actions

Multiattack. The giant makes three melee attacks.

Spear. *Melee or Ranged Weapon Attack:* +9 to hit, reach 10 ft. or range 40/120 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage, or 19 (3d8 + 6) piercing damage if used with two hands to make a melee attack.

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage.

Shield Bash. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 13 (3d4 + 6) bludgeoning damage. If the target is a Huge or smaller creature, it must succeed on a DC 17 Strength saving throw or be knocked prone. If the saving throw fails by 5 or more, the target is also stunned until the end of its next turn.

Weighted Net. The giant throws a weighted net at a point up to 60 feet away. Each creature within 5 feet of that point must succeed on a DC 17 Dexterity saving throw or be restrained. A creature can use its action to make a DC 17 Strength check to free itself or another creature in the net, ending the effect on a success. Dealing 10 slashing damage to the net (AC 12) frees the target without harming it and destroys the net.

Reactions

Parry. The giant adds 3 to its AC against one melee attack that would hit it. To do so, the giant must see the attacker and be wielding a melee weapon.

Hill Giant Siege Hulk

Huge Giant, typically Chaotic Evil

Armor Class 14 (ring mail)
Hit Points 138 (12d12 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	20 (+5)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +2
Senses passive Perception 12
Languages Giant
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Battering Ram. If the giant moves at least 20 feet straight toward a target and then hits it with a Bash attack on the same turn, the target takes an extra 11 (2d10) damage. If the target is a creature, it must make a DC 17 Strength saving throw or be knocked prone. If the target fails its saving throw by 5 or more, it is also stunned until the end of its next turn.

Siege Monster. The giant deals double damage to objects and structures.

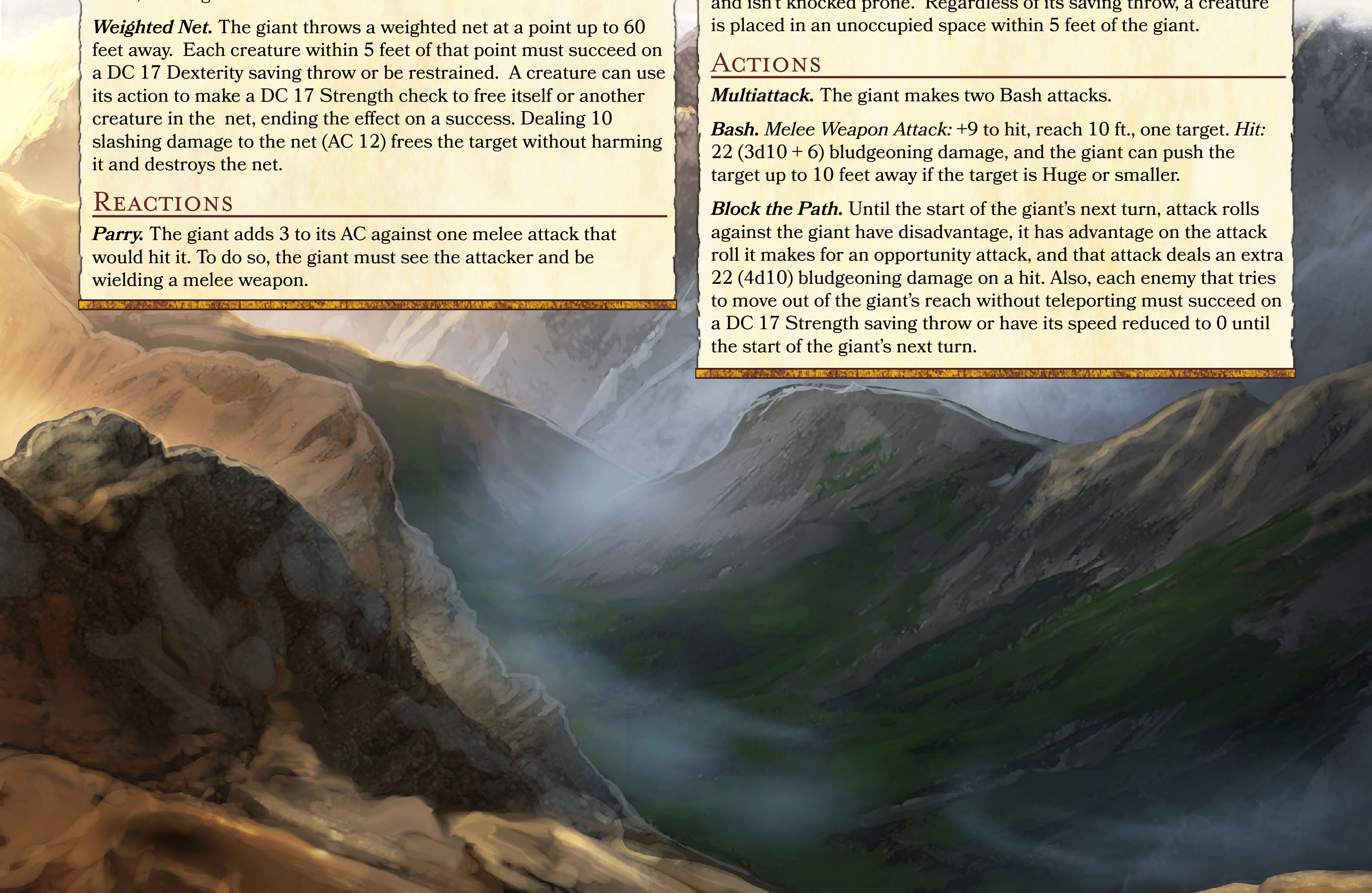
Twin Howdahs. The giant carries two compact forts on its back. Up to four Small or two Medium sized creatures can ride in each fort without squeezing. To make a melee attack against a target within 5 feet of the giant, they must use spears or weapons with reach, and the target must be Large or bigger. Creatures in the fort have three-quarters cover against attacks and effects from outside it. If the giant dies, a creature in the fort must succeed on a DC 17 Dexterity saving throw or take 7 (2d6) bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone. Regardless of its saving throw, a creature is placed in an unoccupied space within 5 feet of the giant.

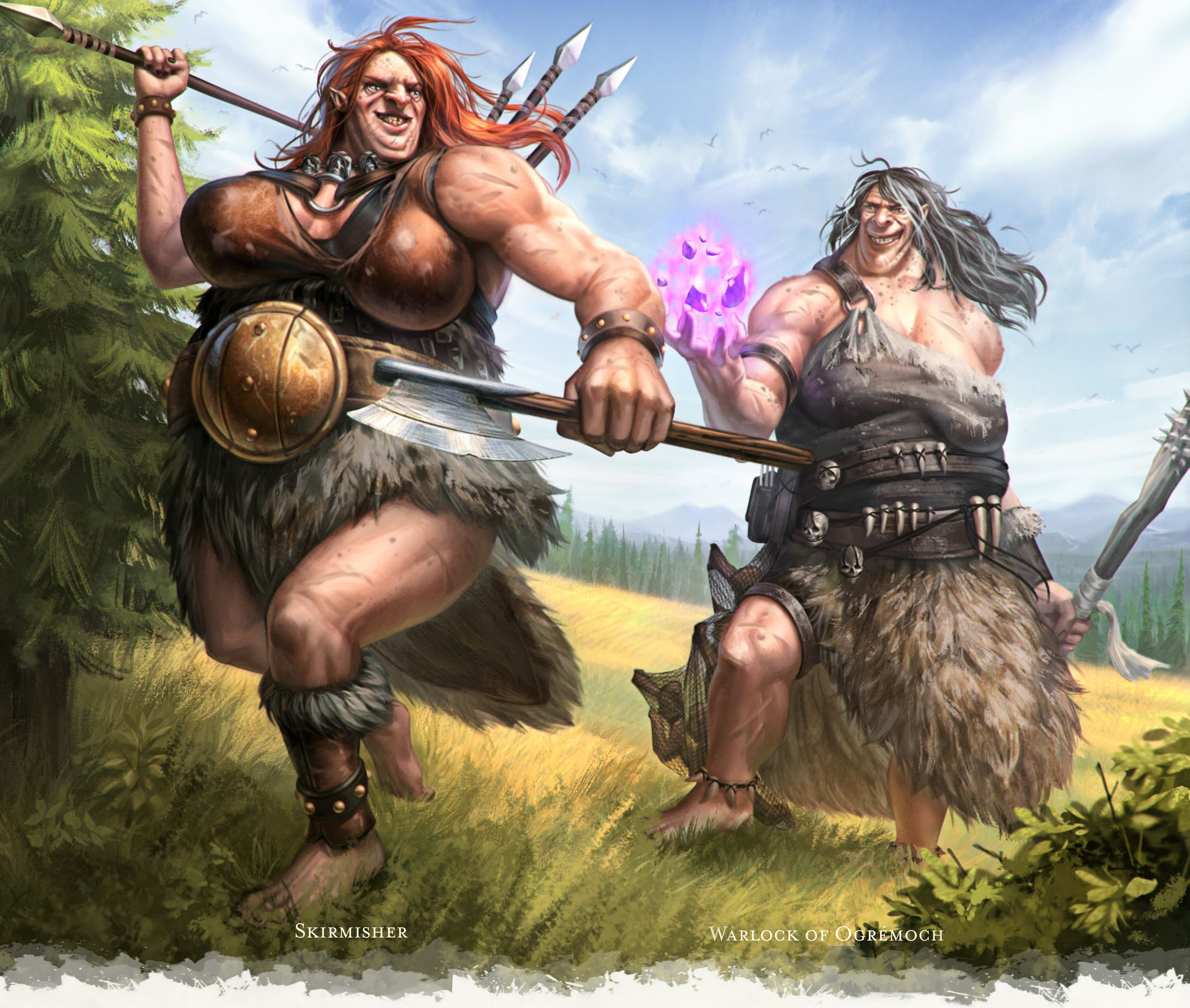
Actions

Multiattack. The giant makes two Bash attacks.

Bash. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage, and the giant can push the target up to 10 feet away if the target is Huge or smaller.

Block the Path. Until the start of the giant's next turn, attack rolls against the giant have disadvantage, it has advantage on the attack roll it makes for an opportunity attack, and that attack deals an extra 22 (4d10) bludgeoning damage on a hit. Also, each enemy that tries to move out of the giant's reach without teleporting must succeed on a DC 17 Strength saving throw or have its speed reduced to 0 until the start of the giant's next turn.





Hill Giant Skirmisher

Huge Giant, typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 147 (14d12 + 56)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	5 (-3)	10 (+0)	6 (-2)

Skills Perception +3
Senses passive Perception 13
Languages Giant
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Skirmish Advantage. Once per turn, the giant gains advantage on its attack roll when it makes a weapon attack while occupying a space at least 15 feet away from where it started its turn.

Actions

Multiattack. The giant makes two weapon attacks.

Handaxe. *Melee or Ranged Weapon Attack:* +8 to hit, reach 10 ft. or range 40/120 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 10 ft. or range 60/240 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage and if the target is standing on the ground and is a Large or smaller creature, it is restrained. Any creature can use its action to make a DC 15 Strength check to free itself or another creature from the javelin, ending the effect on a success.

Reactions

Skirmisher. When an enemy the giant can see ends its turn within 5 feet of it, the giant can move up to half its speed. This movement doesn't provoke opportunity attacks.

Hill Giant Warlock of Ogrémoch

Hill giant warlocks are rare, but a few are born every generation with a natural affinity with the Elemental Earth. Most become shamans, but a handful hear the whispers of Ogrémoch and commit their souls to the Prince of Evil Earth. In exchange, they become powerful spellcasters that can command and manipulate the earth.

Hill Giant Warlock of Ogrémoch

Huge Giant, typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 168 (16d12 + 64)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	19 (+4)	8 (-1)	10 (+0)	16 (+3)

Skills Perception +3
Senses passive Perception 13
Languages Giant
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Actions

Multiattack. The giant makes two Greatclub attacks.

Greatclub. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage.

Spellcasting. The giant casts one of the following spells using Charisma as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *invisibility, levitate* (self only), *lightning lure* (2d8), *magic stone, poison spray* (2d12), *silent image*
2/day (as 4th-level spells): *earthbind, erupting earth, hellish rebuke, spike growth, meld into stone, stone shape, thunder step*

Raise Earth (Recharge 5–6). The giant causes up to five square columns of earth to burst from the ground it can see within range. Each column measures 5 feet square and has a height of up to 20 feet and must be contiguous with at least one other column. The ground where a column appears must be wide enough for its width, and it can target the ground under a creature if that creature is Medium or smaller. Each column has AC 5 and 50 hit points. When reduced to 0 hit points or after 1 minute has passed, a column recedes back into the ground.

If a column is created under a creature, that creature must succeed on a DC 14 Dexterity saving throw or be lifted by the column. A creature can choose to fail the save.

If a column is prevented from reaching its full height because of a ceiling or other obstacle, a creature on the column takes 17 (5d6) bludgeoning damage and is restrained, pinched between the column and the obstacle. The restrained creature can use an action to make a DC 14 Strength or Dexterity check (the creature's choice). On a success, the creature is no longer restrained and must either move off the column or fall off it.

Reactions

Unyielding. When the giant is subjected to an effect that would move it, knock it prone, or both, it can use its reaction to be neither moved nor knocked prone.

Hill Giant Warlord

The terrifying hill giant warlord inspires fear in both allies and enemies. It is more cunning compared to its kin and leads hill giants, ogres, and other evil humanoids in pillages and raids against civilized settlements. In combat, the warlord issues swift orders to guide its allies and smashes foes senseless with its greatclub.

Hill Giant Warlord

Huge Giant, typically Chaotic Evil

Armor Class 15 (chain mail)
Hit Points 172 (15d12 + 75)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	20 (+5)	7 (-2)	12 (+1)	12 (+1)

Saving Throws Str +10, Con +9, Wis +5
Skills Perception +5
Senses passive Perception 15
Languages Giant
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Actions

Multiattack. The giant makes two Spiked Greatclub attacks.

Spiked Greatclub. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage plus 4 (1d8) piercing damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Battle Cry (1/Day). Each creature of the giant's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of the giant's next turn. The giant can then make one attack as a bonus action.

Bonus Actions

Battle Command. The giant targets one ally it can see within 30 feet of it. If the target can see or hear the giant, the target can use its reaction to make one melee attack or to take the Dodge or Hide action.

Legendary Actions

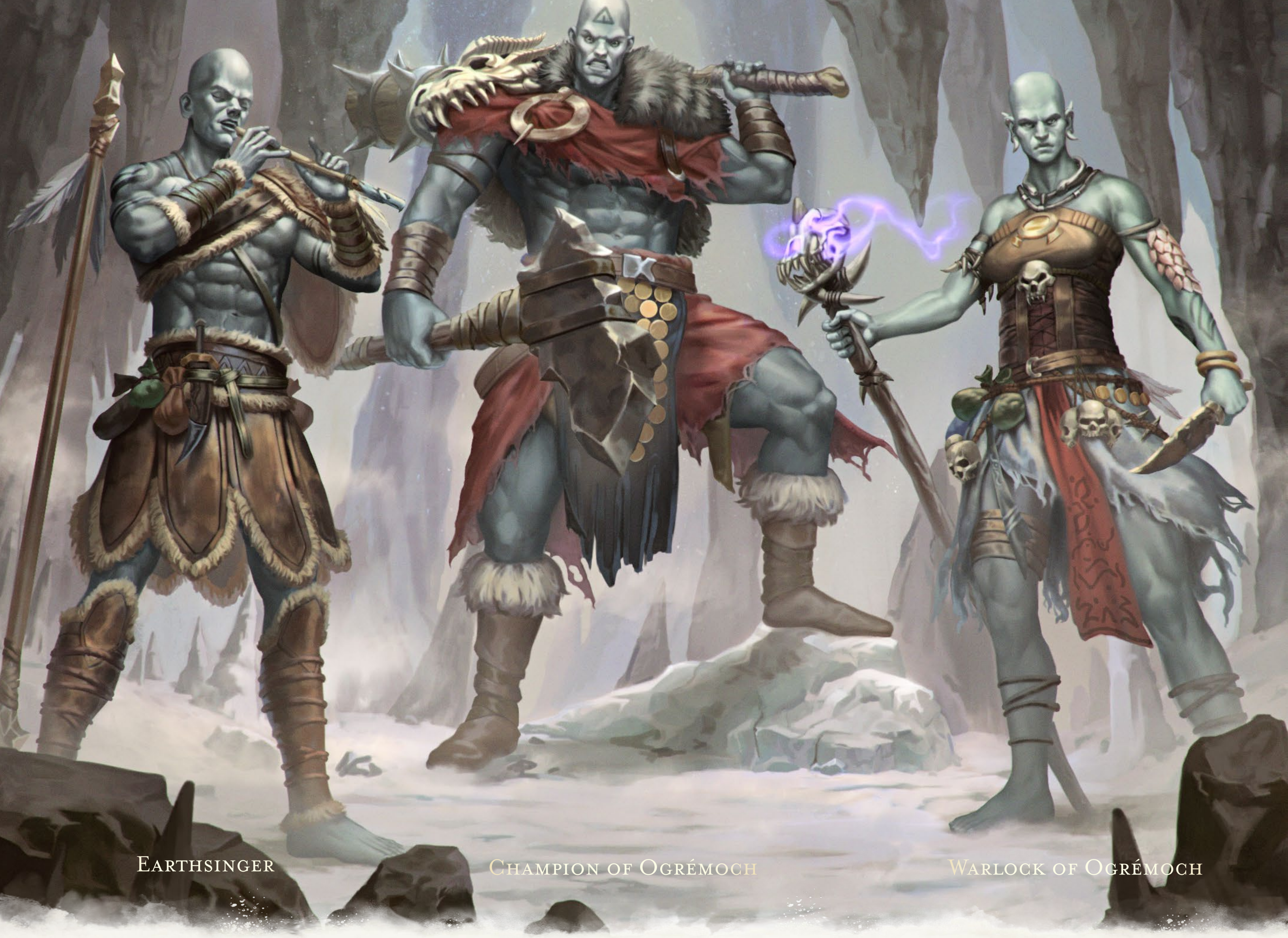
The giant can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The giant regains spent legendary actions at the start of its turn.

Lumber. The giant moves up to 15 feet.

Attack (Costs 2 Actions). The giant makes a melee or ranged attack.

Overhead Smash (Costs 3 Actions). The giant attacks with its Greatclub. If the attack hits, the target must succeed on a DC 18 Constitution saving throw or be knocked unconscious for 1 minute. The unconscious target repeats the saving throw if it takes damage and at the end of each of its turns, ending the effect on itself on a success.

Terrify Foes (Costs 1-3 Actions). The giant targets up to 3 creatures it can see within 30 feet of it. If the target can see and hear the giant, the target must succeed on a DC 13 Wisdom saving throw or become frightened. A target is also paralyzed while frightened this way. The effect lasts until the end of the target's next turn. It costs 1 legendary action per target.



STONE GIANT CHAMPION OF OGRÉMOCH

Huge Giant, typically Chaotic Evil

Armor Class 18 natural armor)
Hit Points 200 (16d12 + 96)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	22 (+6)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Dex +7, Con +10, Wis +6
Skills Athletics +11, Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages Giant
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Legendary Resistance (1/Day). If the giant fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The giant makes three Greatclub attacks.

Greatclub. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage. If the target is a creature and the attack roll succeeds by 5 or more, the target must make a DC 19 Constitution saving throw or be stunned until the end of its next turn.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

Spellcasting. The giant casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 14):

1/day each: *meld into stone, move earth, wall of stone*

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Unyielding. When the giant is subjected to an effect that would move it, knock it prone, or both, it can use its reaction to be neither moved nor knocked prone.

LEGENDARY ACTIONS

The giant can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The giant regains spent legendary actions at the start of its turn.

Move. The giant moves up to half its speed.

Earth Stomp. The giant stomps the ground, creating an earth tremor that extends in a 15-foot radius. Other creatures standing on the ground in that area must succeed on a DC 19 Dexterity saving throw or be knocked prone.

Greatclub (Costs 2 Actions). The giant attacks with its Greatclub.

Stone Giant Champion of Ogrémoch

This evil and mighty giant leads followers of Ogrémoch against enemies of the Prince of Evil Earth. In combat, it casts spells and deliver powerful blows that can stun most enemies.

Stone Giant Earthsinger

The earthsinger is a bardic spellcaster that is able to animate and command the earth with its mystic music.

Stone Giant Warlock of Ogrémoch

Evil, ambitious stone giants that crave more power or seek vengeance sometimes enter into pacts with Ogrémoch. In return, they gain the ability to cast spells that conjure, command and manipulate the earth.

Stone Giant Earthsinger

Huge Giant, typically Neutral

Armor Class 18 (natural armor)
Hit Points 147 (14d12 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	11 (+0)	12 (+1)	16 (+3)

Saving Throws Dex +6, Con +7, Wis +4
Skills Performance +6, Persuasion +6
Senses darkvision 60 ft., passive Perception 11
Languages Common, Giant
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The giant makes two Spear attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 10 ft. or range 40/120 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage, or 17 (3d8 + 4) piercing damage if used with two hands to make a melee attack.

Spellcasting. The giant casts one of the following spells using Charisma as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *mending, minor illusion, thunderclap* (2d6)
1/day each: *dissonant whispers, earth tremor, glyph of warding, slow, thunderwave*

Earthsing (Recharges after a Short or Long Rest). The giant performs a magical song or tune and targets a 10-foot square section of earth it can see within 60 feet of it. The ability functions like a *move earth* spell but only affects a 10-foot square area and lasts for 1 minute.

Alternatively, the giant can choose to animate the 10-foot square section of earth, transforming it into a Large humanoid form not unlike an earth elemental. For the purposes of combat, the animated earth has the same stats of an earth elemental. It moves up to 30 feet, and makes one Slam attack at one creature of the giant's choice within 5 feet of the animated earth.

The giant can use a bonus action to cause it to move 30 feet to another spot within 60 feet of it. As part of the same bonus action, it can cause the animated earth to make one Slam attack at one creature within 5 feet of it.

The giant can use its reaction to make the animated earth perform opportunity attacks.

The animated earth remains for 1 minute, until the giant dies or until it dismisses it as an action.

Reactions

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Stone Giant Warlock of Ogrémoch

Huge Giant, typically Neutral Evil

Armor Class 17 (natural armor)
Hit Points 189 (18d12 + 72)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	18 (+4)	12 (+1)	11 (+0)	16 (+3)

Saving Throws Dex +6, Con +8, Wis +4
Skills Arcana +5, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Common, Giant, Terran
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The giant makes two Quarterstaff attacks.

Quarterstaff. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage, or 18 (3d8 + 5) bludgeoning damage if used with two hands.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 27 (4d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Spellcasting. The giant casts one of the following spells using Charisma as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *jump, levitate* (self only), *poison spray* (2d12), *prestidigitation, silent image, true strike*
2/day (as 5th-level spells): *erupting earth, hellish rebuke, hold monster, spike growth, meld into stone, thunder step, wall of stone*

Summon Earth Elemental (1/Day). The giant summons 1d4 Medium Earth elementals (Monster Manual Expanded, pg. 91) or 1 Large Earth Elemental. The elementals appear in unoccupied spaces within 30 feet of the giant and act as its ally. The elementals act right after the giant on the same initiative count and fight until they are destroyed. They remain for 1 hour, until they or the giant dies, or until the giant dismisses them as an action.

Reactions

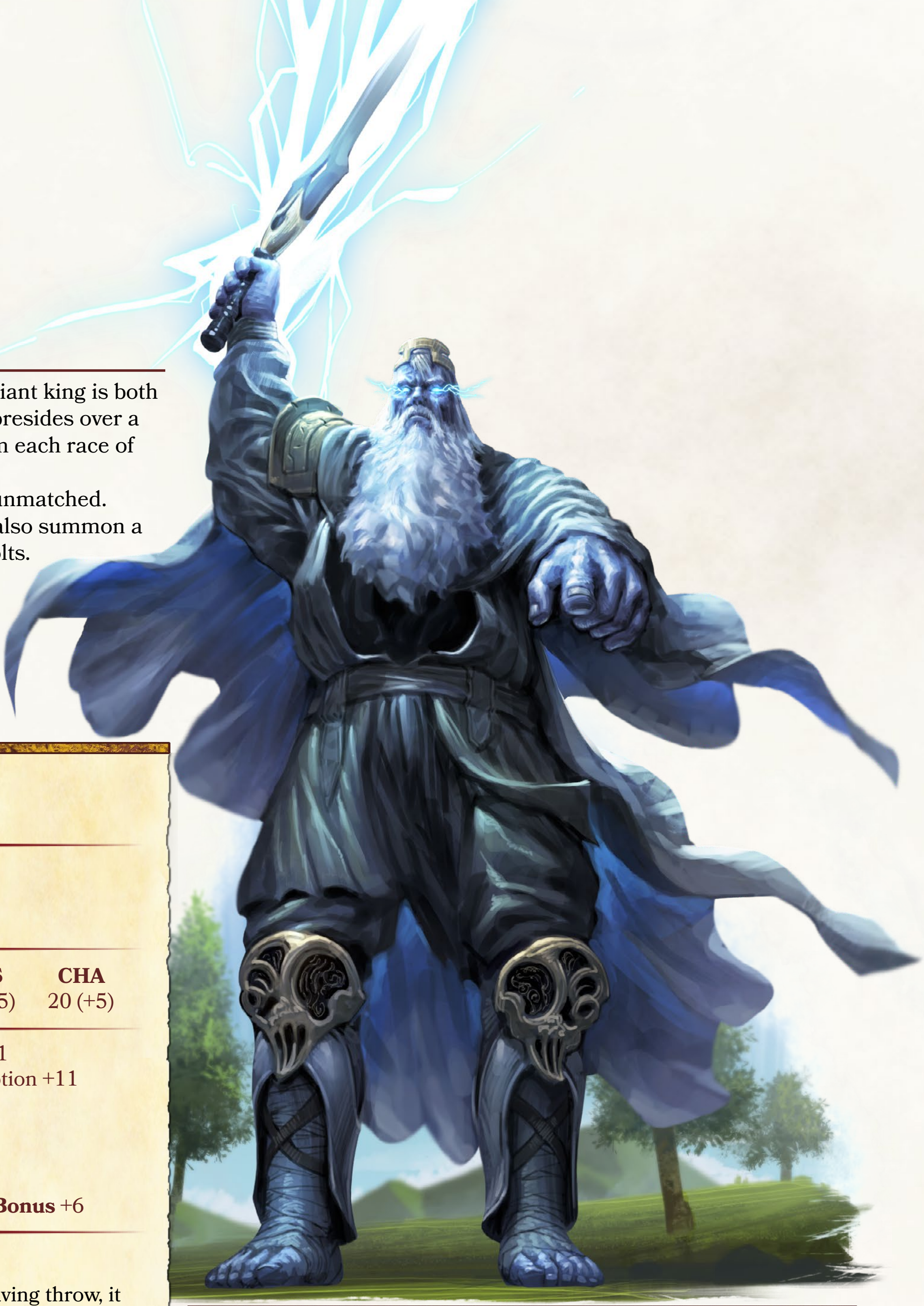
Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Unyielding. When the giant is subjected to an effect that would move it, knock it prone, or both, it can use its reaction to be neither moved nor knocked prone.

Storm Giant King

Considered the mightiest of all giants, the storm giant king is both feared and revered by almost all giants. He often presides over a court comprised of influential representatives from each race of giant.

In combat, a storm giant king's power is almost unmatched. Aside from his devastating melee attacks, he can also summon a great storm that can unleash multiple lightning bolts.



Storm Giant King

Huge Giant, typically Chaotic Good

Armor Class 16 (breastplate)
Hit Points 276 (24d12 + 120)
Speed 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	21 (+5)	18 (+4)	20 (+5)	20 (+5)

Saving Throws Str +15, Con +11, Wis +11, Cha +11
Skills Arcana +10, History +10, Insight +11, Perception +11
Damage Resistances cold
Damage Immunities lightning, thunder
Senses passive Perception 21
Languages Common, Giant
Challenge 20 (25,000 XP) **Proficiency Bonus** +6

Amphibious. The giant can breathe air and water.

Legendary Resistance (3/Day). If the giant fails a saving throw, it can choose to succeed instead.

Magic Weapons. The giant's weapon attacks are magical.

Actions

Multiattack. The giant makes two Greatsword attacks.

Greatsword. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 30 (6d6 + 9) slashing damage plus 4 (1d8) lightning damage.

Rock. *Ranged Weapon Attack:* +15 to hit, range 60/240 ft., one target. *Hit:* 35 (4d12 + 9) bludgeoning damage plus 14 (4d6) thunder damage.

Spellcasting. The giant casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 19):

At will: *detect magic, feather fall, levitate, light, thunder step* (3d10)
3/day each: *control weather, water breathing*

Lightning Storm (Recharge 5–6). A storm cloud instantly appears in the shape of a cylinder that is 10 feet tall with a 120-foot radius, centered on and directly above the giant. The giant chooses up to three points it can see under the cloud. A bolt of lightning flashes down from the cloud to each point. Each creature within 5 feet of that point must make a DC 19 Dexterity saving throw. A creature takes 27 (6d8) lightning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one lightning bolt strike is affected only once. If a creature fails its saving throw by 5 or more, it is also incapacitated until the end of its next turn. The storm cloud dissipates at the end of the turn.

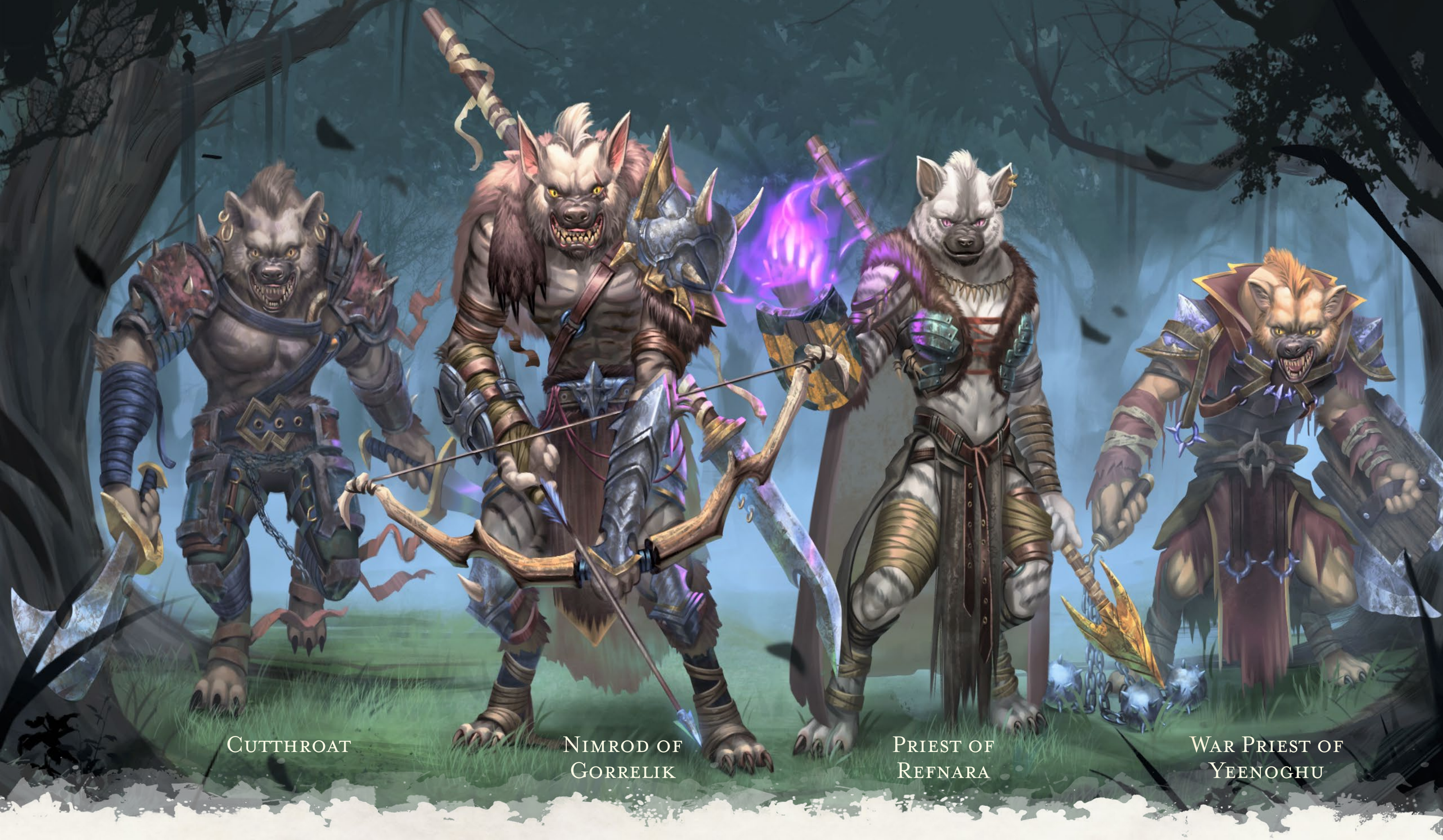
Legendary Actions

The giant can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The giant regains spent legendary actions at the start of its turn.

Thunder Step. The giant casts *thunder step.*

Attack (Costs 2 Actions). The giant makes a melee or ranged attack.

Thunderbolt (Costs 2 Actions). The giant hurls a thunderbolt at a creature it can see within 600 feet of it. The target must make a DC 19 Dexterity saving throw, taking 13 (3d8) lightning damage and 13 (3d8) thunder damage on a failed save, or half as much damage on a successful one. If a creature fails its saving throw by 5 or more, it is also incapacitated until the end of its next turn.



GNOLLS

GNOLL CUTTHROAT

These rapacious gnolls enjoy toying with their prey, letting it flee, and giving it a headstart before pursuing after it, howling with glee as they run. Cutthroats seldom attack targets directly. Instead, they wait for them to be distracted or engaged with another opponent before moving in to strike with their scimitars.

GNOLL NIMROD OF GORELLIK

The nimrod is a cunning gnoll hunter favored by Gorellik, a primeval gnoll deity of hunting and hyenas who fell into obscurity after the rise of Yeenoghu. The nimrod is also a lycanthrope that can transform into a fearsome giant hyena.

GNOLL PRIEST OF REFNARA

Refnara is a gnoll deity of fear, fertility, hunger, and rage. She is also known as the one who bites the moon because she hates the moonlight and what it represents. Her priests and priestesses have the ability to snuff the moon from the night sky, emboldening their allies and making them bloodthirsty.

GNOLL WAR LEADER OF YEEENOGHU

The gnoll war leader is a fanatical commander who worships Yeenoghu. It can inspire ferocity in battle within its followers and empower its attacks with divine energy. What makes the war leader more dangerous, though, is its ability to project an aura of bloodlust. Any creature, even gnolls, caught within the aura are unable to control their feral instincts and become crazed and homicidal.

GNOLL CUTTHROAT

Medium Humanoid (Gnoll), typically Chaotic Evil

Armor Class 15 (studded leather)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	8 (-1)	10 (+0)	7 (-2)

Skills Stealth +7
Senses darkvision 60 ft., passive Perception 10
Languages Gnoll
Challenge 2 (450 XP) **Proficiency Bonus** +2

Sneak Attack (1/Turn). The gnoll deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the gnoll that isn't incapacitated and the gnoll doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The gnoll makes two Scimitar attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage.

Scimitar. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

BONUS ACTIONS

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll moves up to half its speed and makes a Bite attack.

Stealthy. The gnoll takes the Hide action.

GNOLL NIMROD OF GORELLIK

Medium Humanoid (Gnoll, shapechanger), typically Chaotic Evil

Armor Class 14 (studded leather) in Humanoid Form, 15 in Giant Hyena form
Hit Points 78 (12d8 + 24)
Speed 30 ft. in Humanoid Form, 50 ft. in Giant Hyena Form

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	8 (-1)	14 (+2)	8 (-1)

Saving Throws Str +6, Con +5, Wis +5
Skills Athletics +6, Perception +5, Stealth +8, Survival +5
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Senses darkvision 60 ft., passive Perception 15
Languages Abyssal, Gnoll (can't speak in Giant Hyena form)
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Keen Hearing and Smell. The gnoll has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack. (Humanoid Form Only). The gnoll makes two attacks, either with its Glaive or its Longbow.

Bite (Humanoid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Glaive (Humanoid Form Only). *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Longbow (Humanoid Form Only). *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, and the target's speed is reduced by 10 feet until the end of its next turn.

Giant Hyena Bite (Giant Hyena Form). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 9 (2d8) necrotic damage and if the target is a Large or smaller creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Spellcasting (Humanoid Form Only). The gnoll casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

1/day each: *conjure animals* (8 hyenas or 2 giant hyenas), *hunter's mark, zephyr strike*

BONUS ACTIONS

Swift Shapechanger. The gnoll polymorphs into a Giant Hyena, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll moves up to half its speed and makes a Bite attack.

Marked by Gorellik. The gnoll targets a creature it can see within 30 feet of it and makes that creature its mark. The target remains the gnoll's mark for 1 minute, or until either the target or the gnoll drops to 0 hit points.

The gnoll has advantage on all attack rolls against its mark and has disadvantage on all attacks against a different target while it has a mark.

LEGENDARY ACTIONS

The gnoll gains 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The gnoll regains spent legendary actions at the start of its turn.

Charge. The gnoll moves up to its speed.
Attack. The gnoll makes a melee or ranged weapon attack.
Staggering Strike (Costs 2 Actions). The gnoll makes a melee or ranged weapon attack. If the attack hits, the creature must succeed on a DC 14 Constitution saving throw or it takes an extra 9 (2d8) weapon damage, has disadvantage on attack rolls and ability checks, and can't take reactions, until the end of its next turn.

GNOLL PRIEST OF REFNARA

Medium Humanoid (Gnoll), typically Chaotic Evil

Armor Class 16 (hide armor, shield)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	8 (-1)	16 (+3)	8 (-1)

Saving Throws Wis +5, Cha +1
Skills Perception +5, Religion +3
Senses darkvision 60 ft., passive Perception 15
Languages Gnoll
Challenge 3 (700 XP) **Proficiency Bonus** +2

Presence of Refnara. While under a moonless night sky, each ally within 60 feet of the gnoll has advantage on Bite attacks and saving throws against being charmed and frightened.

ACTIONS

Multiattack. The gnoll makes two melee weapon attacks.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Bite the Moon (1/Day). The night sky becomes moonless in a 6-mile radius centered on the gnoll. The effect lasts for 1 hour.

Spellcasting. The gnoll casts one of the following spells using Wisdom as the spellcasting ability (save DC 13, +5 to hit with spell attacks):

At will: *poison spray* (2d12), *resistance, thaumaturgy, toll the dead* (2d8 or 2d12)
1/day each: *blindness/deafness, darkness, moonbeam, fear, revivify, spirit guardians*

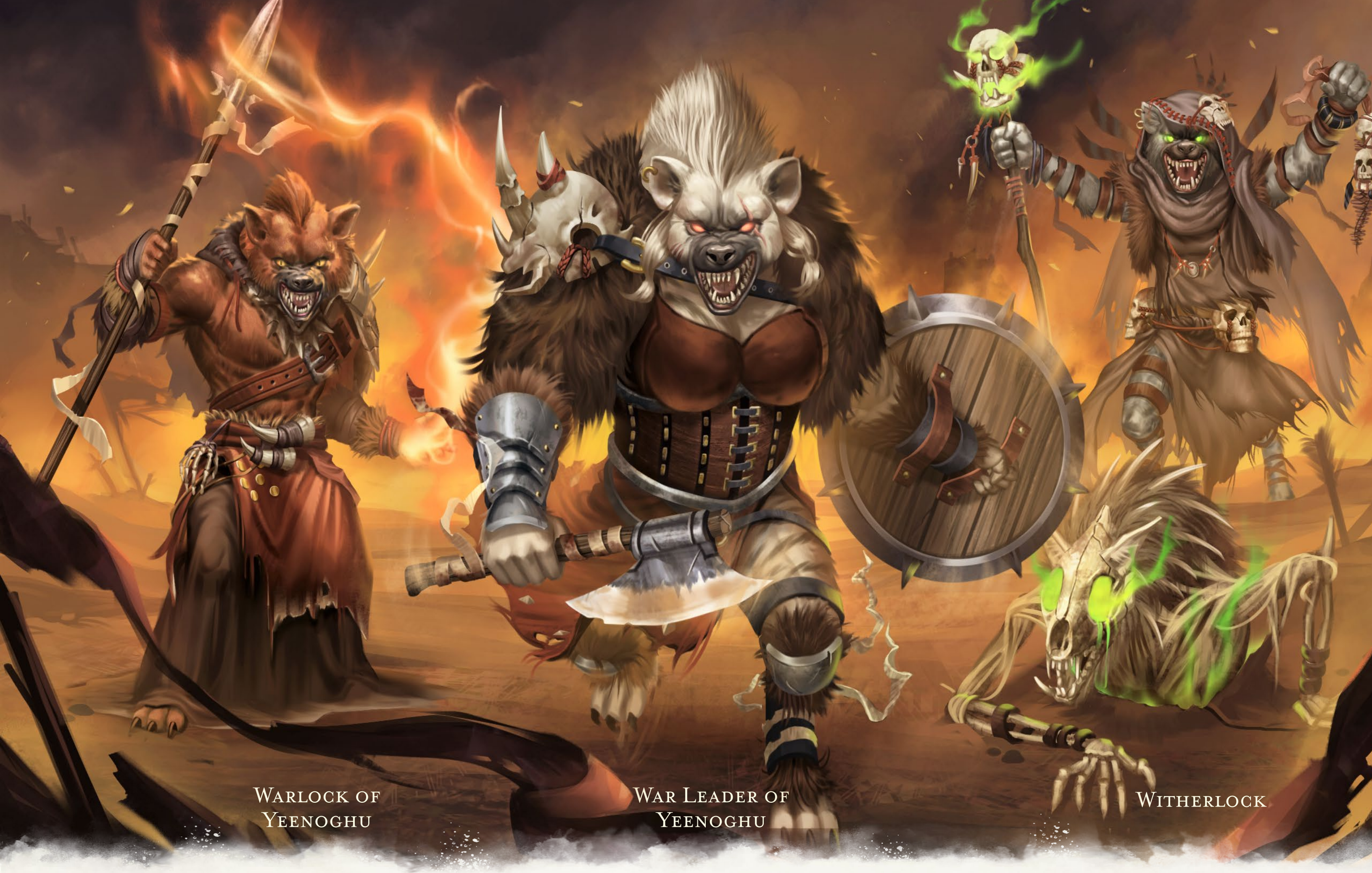
BONUS ACTIONS

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll moves up to half its speed and makes a Bite attack.

LEGENDARY ACTIONS

The gnoll can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The gnoll regains spent legendary actions at the start of its turn.

Attack. The gnoll makes a melee or ranged attack.
Refnara's Will. The gnoll targets up to 2 creatures it can see within 30 feet of it. If the target can see and hear the gnoll, the target must succeed on a DC 13 Wisdom saving throw or become frightened of the gnoll until the end of the gnoll's next turn.
Cast a Spell (Costs 2 Actions). The gnoll uses Spellcasting.



Gnoll War Leader of Yeenoghu

Medium Humanoid (Gnoll), typically Chaotic Evil

Armor Class 18 (scale mail, shield)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	11 (+0)	12 (+1)	15 (+2)

Saving Throws Str +6, Con +6
Skills Athletics +6, Intimidation +5, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Gnoll
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Aura of Bloodlust. When any creature starts its turn within 20 feet of the gnoll, that creature must succeed on a DC 13 Wisdom saving throw, or it must immediately take the Attack action, making one melee attack against a random creature within reach. If no creatures are within reach, it makes a ranged attack against a random creature within range, throwing its weapon if necessary.

At the start of each of its turns, the gnoll can suppress this aura until the start of its next turn.

Legendary Resistance (1/Day). If the gnolls fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The gnoll makes three melee attacks: one with its Bite and two with its Battleaxe.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage.

Battleaxe. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Bonus Actions

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll moves up to half its speed and makes a Bite attack.

Yeenoghu's Divine Fury (Recharges after a Long Rest). The gnoll magically infuses its attacks with divine energy. For 1 minute, the first creature the gnoll hits on each of its turns with a weapon attack takes 9 (1d6 + 6) necrotic damage and must make a DC 14 Wisdom saving throw or be frightened of the gnoll until the end of the gnoll's next turn.

Zealous Presence (Recharges after a Short or Long Rest). The gnoll unleashes a battle cry infused with divine energy. Up to ten other creatures of its choice within 60 feet of it that can hear it gain advantage on attack rolls and saving throws until the start of its next turn.

Legendary Actions

The gnoll gains 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The gnoll regains spent legendary actions at the start of its turn.

Charge. The gnoll moves up to its speed.

Command Gnoll. The gnoll targets one allied gnoll it can see within 30 feet of it. If the target can see or hear the gnoll, the target can use its reaction to make one melee attack or move up to its speed.

Attack (Costs 2 Actions). The gnoll makes a melee or ranged attack.

Gnoll Warlock of Yeenoghu

These gnolls made pacts with the Beast of Butchery and became warlocks. Besides casting pact magic spells, they are able to unleash disembodied heads of Yeenoghu that bite their foes.

Gnoll War Priest of Yeenoghu

These gnoll priests are veteran warriors, supplementing their martial prowess with divine spells and boons.

Gnoll Warlock of Yeenoghu

Medium Humanoid (Gnoll), typically Chaotic Evil

Armor Class 13 (studded leather)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	12 (+1)	13 (+1)	16 (+3)

Saving Throws Wis +3, Cha +5
Skills Arcana +3, Religion +3
Senses darkvision 60 ft., passive Perception 11
Languages Abyssal, Gnoll
Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Spellcasting. The gnoll casts one of the following spells using Charisma as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *false life, freedom of movement, green-flame blade, eldritch blast* (2 beams), *mage hand, silent image*
2/day (as 4th-level spells): *burning hands, dispel magic, fireball, hex, misty step, stinking cloud*

Savage Jaws of Yeenoghu (Recharge 5–6). The gnoll conjures disembodied spectral heads of Yeenoghu that immediately bite the gnoll's enemies in a 20-foot cube. Each enemy in that area must succeed on a DC 13 Wisdom saving throw. On a failed save, a creature takes 11 (2d10) piercing damage and is frightened until the end of the gnoll's next turn. On a successful save, a creature takes half as much damage and isn't frightened.

Bonus Actions

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll moves up to half its speed and makes a Bite attack.

Gnoll Witherlock

The terrifying witherlock is a gnoll warlock that specializes in the creation of witherlings. Aside from being able to command witherlings, it can also cause them to explode.

Greater Gnoll Witherling

These witherlings are created from the bones of elder gnolls and are stronger and hardier than normal witherlings.

Gnoll War Priest of Yeenoghu

Medium Humanoid (Gnoll), typically Chaotic Evil

Armor Class 15 (hide armor, shield)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	8 (-1)	14 (+2)	9 (-1)

Saving Throws Str +4, Con +4, Wis +4
Skills Perception +4, Religion +3
Senses darkvision 60 ft., passive Perception 14
Languages Gnoll
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Actions

Multiattack. The gnoll makes two melee weapon attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

Flail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Spellcasting. The gnoll casts one of the following spells using Wisdom as the spellcasting ability (save DC 12, +4 to hit with spell attacks):

At will: *guidance, resistance, thaumaturgy, toll the dead* (2d8 or 2d12)
1/day each: *bane, crusader's mantle, fear, inflict wounds, spirit guardians, summon beast*

Bonus Actions

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll moves up to half its speed and makes a Bite attack.

Reactions

Boon of Yeenoghu (2/Day). The gnoll grants a + 5 bonus to an attack roll made by an allied creature it can see within 30 feet of it. If the attack hits, it is a critical hit. The gnoll can make this choice after the roll is made but before it hits or misses.

Legendary Actions

The gnoll can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The gnoll regains spent legendary actions at the start of its turn.

Move. The gnoll moves up to half its speed.
Flail. The gnoll attacks with its Flail.
Cast a Spell (Costs 2 Actions). The gnoll uses Spellcasting.

GNOLL WITHERLOCK

Medium Humanoid (Gnoll), typically Chaotic Evil

Armor Class 11 (14 with *mage armor*)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	10 (+0)	14 (+2)	17 (+3)

Saving Throws Con +6, Wis +5, Cha +6
Skills Arcana +3, Religion +3
Senses darkvision 60 ft., passive Perception 12
Languages Abyssal, Gnoll
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Spell Penetration. When the gnoll casts a spell and is interrupted by an enemy's counterspell, treat the spell's level as 3 levels higher.

ACTIONS

Multiattack. The gnoll makes two melee weapon attacks. It can use Raise Witherling in place of one weapon attack, if available.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) piercing damage.

Scythe. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d10 + 1) slashing damage plus 7 (2d6) necrotic damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or it suffers 1 level of exhaustion.

Raise Witherling. The gnoll targets one dead gnoll it can see within 30 feet of it. The target is turned into a witherling and acts immediately after it in the initiative order. The witherling acts as an ally of the gnoll.

Spellcasting. The warlock casts one of the following spells using Charisma as the spellcasting ability (spell save DC 14, +7 to hit with spell attacks):

At will: *eldritch blast* (2 beams), *mage armor* (self only), *mage hand, speak with dead, toll the dead* (2d8 or 2d12)
2/day: *false life, fear, greater invisibility, hold person, hunger of Hadar, phantasmal force*

Detonate Witherling (Recharge 4-6). The gnoll causes one witherling it can see within 60 feet of it to explode and die. Each creature within 10 feet of the exploding witherling must succeed on a DC 14 Dexterity saving throw, taking 9 (2d8) piercing damage and 9 (2d8) necrotic damage on a failed saving throw, and half as much damage on a successful one.

BONUS ACTIONS

Command Witherling. The gnoll targets one witherling it can see within 30 feet of it. If the target can see or hear the gnoll, the target can use its reaction to make one melee attack or move up to its speed.

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll moves up to half its speed and makes a Bite attack.

REACTIONS

Protective Witherling. When the gnoll is hit by an attack, one witherling within 5 feet of the gnoll must use its reaction to be hit by the attack instead.

LEGENDARY ACTIONS

The gnoll gains 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The gnoll regains spent legendary actions at the start of its turn.

Maneuver Witherling. The gnoll argets one witherling it can see within 30 feet of it. If the target can see or hear the gnoll, the target can use its reaction to move up to its speed.
Cantrip. The gnoll casts *eldritch blast* or *toll the dead*.
Scythe. The gnoll makes a Scythe attack.
Detonate (Costs 2 Actions). The gnoll uses Detonate Witherling, if available.

GNOLL WITHERLING, GREATER

Medium Undead, typically Chaotic Evil

Armor Class 12 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	12 (+1)	5 (-3)	5 (-3)	5 (-3)

Damage Immunities poison
Condition Immunities exhausted, poisoned
Senses darkvision 60 ft., passive Perception 7
Languages understands Gnoll but can't speak
Challenge 1 (200 XP) **Proficiency Bonus** +2

ACTIONS

Multiattack. The witherling makes two attacks: one with its Bite and one with its Club, or two with its Club.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and if the target is a creature, it must succeed on a DC 11 Constitution saving throw against disease or become poisoned until the disease is cured. For every 24 hours that elapses, the target must repeat the saving throw, reducing its hit point maximum by 2 (1d4) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

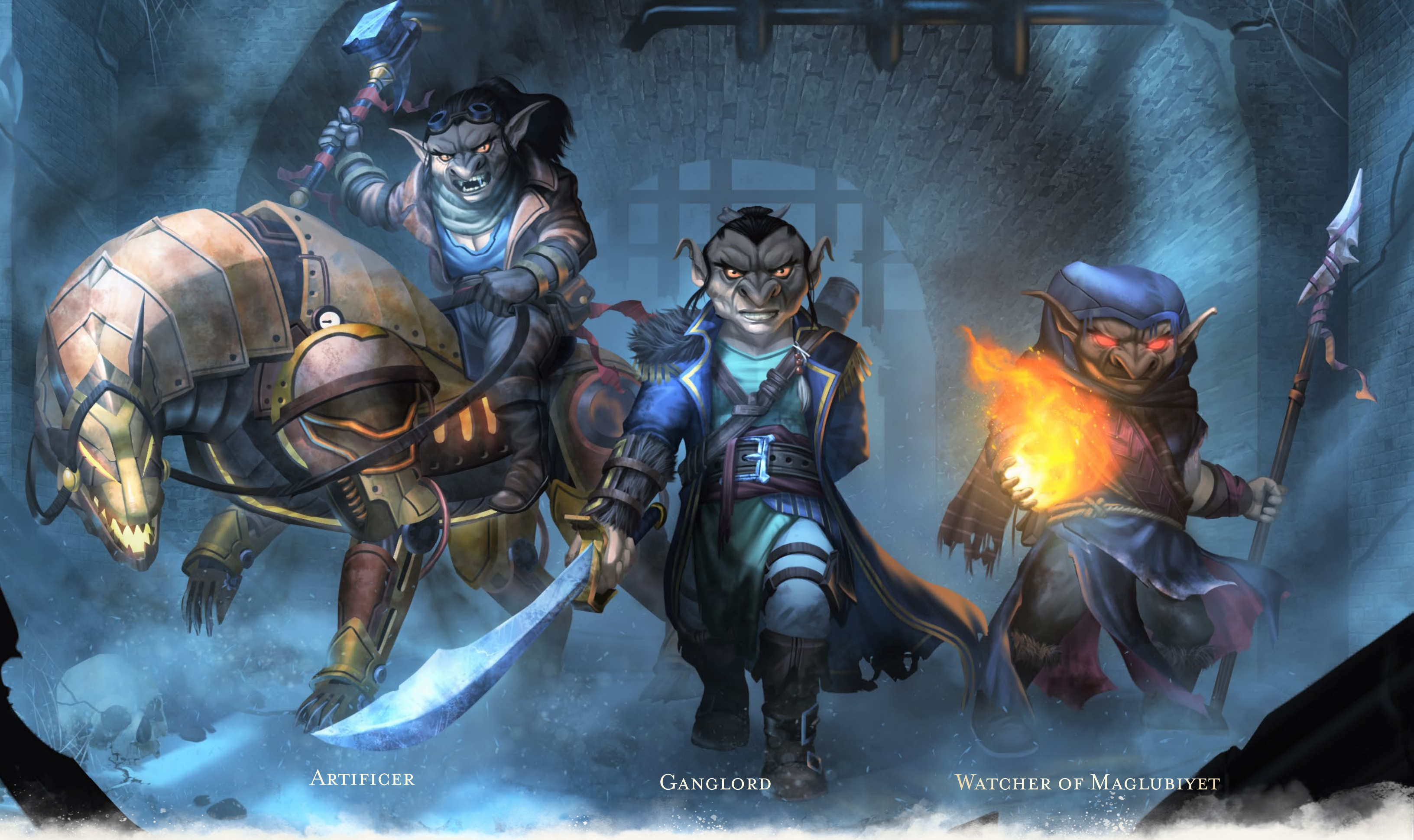
Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 +3) bludgeoning damage.

BONUS ACTIONS

Rampage. When the witherling reduces a creature to 0 hit points with a melee attack on its turn, the witherling moves up to half its speed and make a Bite attack.

REACTIONS

Vengeful Strike. In response to a gnoll being reduced to 0 hit points within 30 feet of the witherling, the witherling makes a melee attack.



GOBLINS

GOBLIN ARTIFICER

Artificers are crafty, highly-strung, and mischievous goblins who served their tribes as blacksmiths and tinkerers. They create steel constructs in the form of worgs which they command and use as mounts. In battle, they provide midrange support to their allies.

GOBLIN BATTLE LORD OF MAGLUBIYET

The fearsome battle lord is Maglubiyet's foremost champion. It is a cunning general who can anticipate its enemies' moves, making sound tactical decisions and clear instructions to its goblinoid allies to keep the advantage or turn the tide of battle on their side.

GOBLIN ARTIFICER

Small Humanoid (Goblinoid), typically Neutral Evil

Armor Class 15 (studded leather, shield)
Hit Points 45 (10d6 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	16 (+3)	10 (+0)	8 (-1)

Skills Arcana +5, Stealth +5
Senses darkvision 60 ft., passive Perception 10
Languages Goblin
Challenge 2 (450 XP) **Proficiency Bonus** +2

Battle Ready. The goblin uses its Intelligence modifier, instead of its Strength or Dexterity, for the attack and damage rolls when attacking with a weapon (included in the attacks).

ACTIONS

Multiattack. The goblin makes two Warhammer attacks.

Warhammer. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage or 8 (1d10 + 3) bludgeoning damage if used with two hands.

Summon Steel Defender (Recharges after a Long Rest). The goblin summons a steel defender in the form of a worg. The steel defender appears in an unoccupied space within 30 feet of goblin. The steel defender acts right after the goblin using the same initiative count and fights until it is destroyed. It disappears when the goblin dies or when the goblin summons a new steel defender.

Spellcasting. The goblin casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *fire bolt* (2d10), *mending*
1/day each: *branding smite, catapult, grease, heat metal, shield*

BONUS ACTIONS

Nimble Escape. The goblin takes the Disengage or Hide action.

Command Steel Defender. The goblin targets a steel defender it summoned that it can see within 60 feet of it. If the target can see or hear the goblin, the target can use its reaction to make a melee weapon attack, or take the Dash, Disengage, Help, or Repair action.

GOBLIN GANGLORD

The ruthless ganglord rules its underlings through fear and often commits violent acts to keep its minions in line to remind them not to betray, fail, or challenge it. The ganglord will mercilessly torture victims in front of its top goblinoid lieutenants to intimidate them and spread fear.

The ganglord operates within close vicinity of a civilized humanoid settlement, often basing its activities in a nearby cavern, ruins, sewer system, or underground complex. It relies on intimidation, thuggery, murder, and mischief to earn.

GOBLIN BATTLE LORD OF MAGLUBIYET

Small Humanoid (Goblinoid), typically Neutral Evil

Armor Class 15 (breastplate)
Hit Points 77 (14d6 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Str +5, Con +5
Skills Animal Handling +4, Intimidation +5, Stealth +7
Senses darkvision 60 ft., passive Perception 11
Languages Goblin
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Legendary Resistance (1/Day). If the goblin fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The goblin uses Battle Orders. It then makes two Battleaxe attacks.

Battleaxe. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands. If the target is a creature, the next attack against it by an ally has advantage until the start of the goblin's next turn.

Battle Orders. The goblin targets up to three allied goblins it can see within 30 feet of it. If the target can see or hear the goblin, the target's next attack roll, ability check, and saving throw has advantage until the start of the goblin's next turn.

Spellcasting. The goblin casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

3/day each: *burning hands* (4d6), *fire bolt* (2d10)
1/day: *haste* (self only)

BONUS ACTIONS

Battle Tactics. The goblin targets one ally it can see within 30 feet of it. If the target can see or hear the goblin, the target can use its reaction to make one melee attack, move up to its speed, move up to half its speed without provoking opportunity attacks, or take the Dodge or Hide action.

Nimble Escape. The goblin takes the Disengage or Hide action.

LEGENDARY ACTIONS

The goblin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The goblin regains spent legendary actions at the start of its turn.

Charge. The goblin moves up its speed.

Battleaxe. The goblin attacks with its Battleaxe.

Flames of Maglubiyet (Costs 2 Actions). The goblin casts *burning hands* or *fire bolt*, if available.

GOBLIN INSTRUCTOR OF KHURGORBAEYAG

Khurgorbaeyag the Overseer is the goblin deity of oppression, tyranny, and order. His favored high priests are called Instructors and are charged with teaching high ranking goblinoids about the importance of goblinoid social castes and benefits of slavery over murder. They also know efficient torture techniques that would extract the most information without killing the victim. They are also called to discipline unruly goblinoids. These instructors wielded whips, which also served as their holy symbols.

GOBLIN GANGLORD

Small Humanoid (Goblinoid), typically Neutral Evil

Armor Class 16 (studded leather, shield)
Hit Points 60 (11d6 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	10 (+0)	10 (+0)	14 (+2)

Skills Deception +4, Stealth +6
Senses darkvision 60 ft., passive Perception 10
Languages Goblin
Challenge 3 (700 XP) **Proficiency Bonus** +2

ACTIONS

Multiattack. The goblin uses Command Flanking Maneuver, if available. It then makes two Scimitar attacks.

Scimitar. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage. The attack deals an extra 3 (1d6) damage if the goblin has advantage on the attack roll.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. The attack deals an extra 3 (1d6) damage if the goblin has advantage on the attack roll.

Command Flanking Maneuver (Recharge 5–6). The goblin targets up to three allies it can see within 60 feet of it. If the target can see or hear the goblin, the target can use its reaction to move up to half its speed. The target's next attack has advantage until the start of the goblin's next turn.

BONUS ACTIONS

Nimble Escape. The goblin takes the Disengage or Hide action.

REACTIONS

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

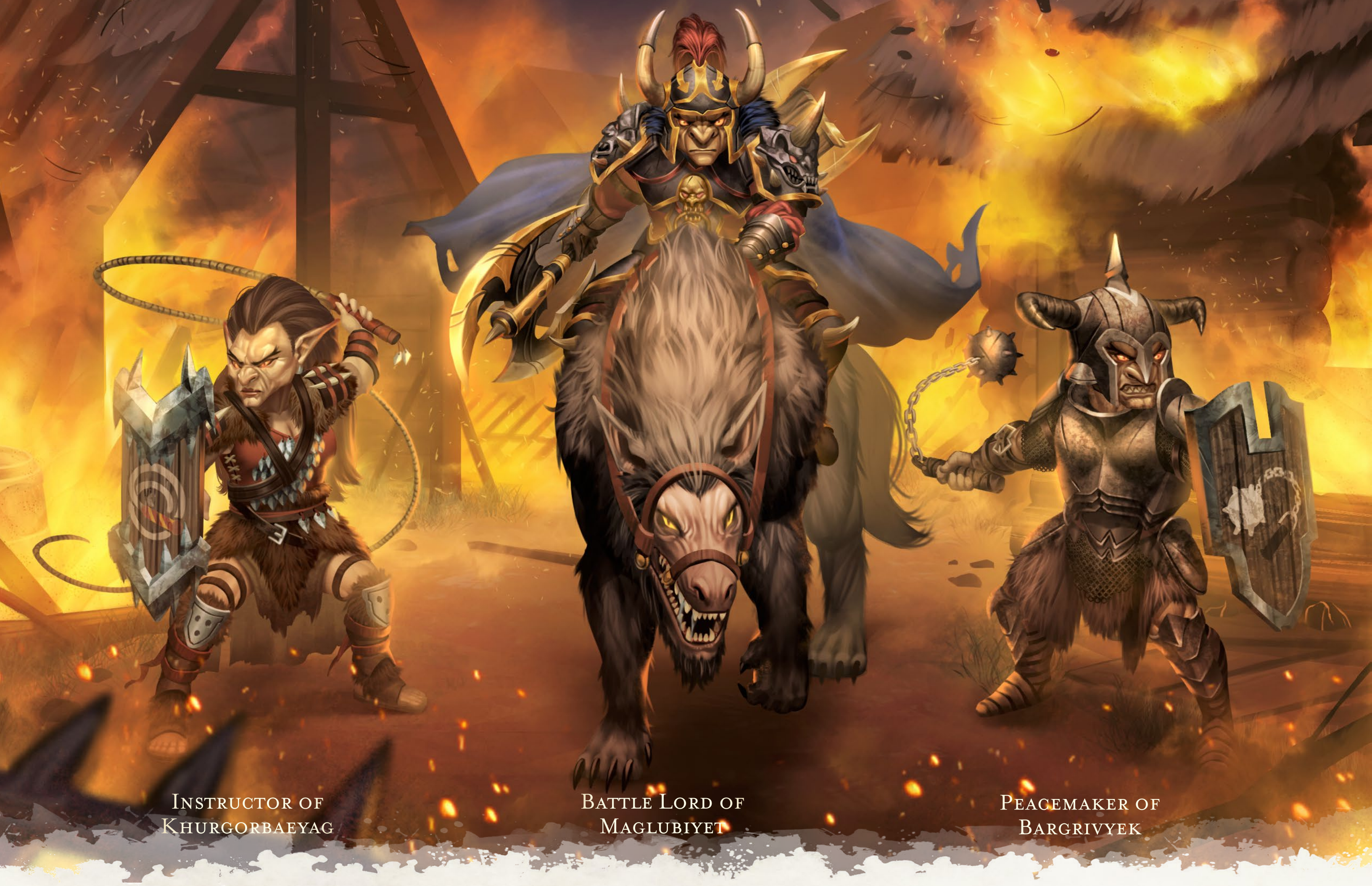
LEGENDARY ACTIONS

The goblin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The goblin regains spent legendary actions at the start of its turn.

Move. The goblin moves up to half its speed without provoking opportunity attacks.

Intimidate Foe. The goblin targets one creature it can see within 30 feet of it. If the target can see and hear the goblin, it must make a DC 12 Wisdom saving throw or become frightened of the goblin until the end of the goblin's next turn.

Attack (Costs 2 Actions). The goblin makes a melee or ranged attack.



GOBLIN INSTRUCTOR OF KHURGORBAEYAG

Small Humanoid (Goblinoid), typically Lawful Evil

Armor Class 17 (scale mail, shield)
Hit Points 54 (12d6 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	10 (+0)	15 (+2)	12 (+1)

Saving Throws Wis +4, Cha +3
Skills Intimidation +5, Stealth +5
Senses darkvision 60 ft., passive Perception 12
Languages Goblin
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

ACTIONS

Multiattack. The goblin makes two attacks: one with its Whip and one with its Morningstar. Alternatively, it can make one melee weapon attack and cast a spell that has a casting time of 1 action.

Whip. *Melee Weapon Attack*: +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage and if the target is a creature, it must succeed on a DC 12 Constitution saving throw. On a failed save, it has disadvantage to attack rolls and ability checks until the start of the goblin's next turn.

Morningstar. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Spellcasting. The goblin casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At will: *resistance, sacred flame* (2d8)*, spare the dying, thaumaturgy*
1/day each: *bestow curse, hex, hold person, fear, revivify, tongues*

BONUS ACTIONS

Nimble Escape. The goblin takes the Disengage or Hide action.

REACTIONS

Scouring Instruction. When an ally that the goblin can see makes a d20 roll, the goblin can roll a d6 and the ally can add the number rolled to the d20 roll by taking 3 (1d6) psychic damage. A creature immune to psychic damage can't be affected by Scouring Instruction.

LEGENDARY ACTIONS

The goblin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The goblin regains spent legendary actions at the start of its turn.

Move. The goblin moves up to half its speed without provoking opportunity attacks.

Attack (Costs 2 Actions). The goblin makes a Whip or Morningstar attack.

Cast a Spell (Costs 2 Actions). The goblin uses Spellcasting.

Goblin Peacemaker of Bargrivyek

Bargrivyek is the goblin deity of cooperation and unity between goblinoid races. His favored high priests are known as Peacemakers, goblin warrior priests who encouraged teamwork between goblins, hobgoblins, and bugbears. In reality, they function more as pacifiers and resolvers of conflict between the goblinoid races. They are successful not because of their diplomatic abilities but because the other goblinoids, especially the bugbears, fear them more.

In combat, the peacemakers utilize their divine spells to control and dominate their enemies. In addition, they can paralyze a foe with a single strike of their flails.

Goblin Peacemaker of Bargrivyek

Small Humanoid (Goblinoid), typically Lawful Evil

Armor Class 17 (breastplate, shield)
Hit Points 54 (12d6 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	10 (+0)	15 (+2)	14 (+2)

Saving Throws Wis +4, Cha +4
Skills Intimidation +6, Persuasion +6, Stealth +5
Senses darkvision 60 ft., passive Perception 12
Languages Goblin
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Actions

Multiattack. The goblin makes two Flail attacks or makes one Flail attack and casts a spell that has a casting time of 1 action.

Flail. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage.

Spellcasting. The goblin casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At will: *guidance, sacred flame* (2d8), *thaumaturgy, word of radiance* (2d6)
1/day each: *bless, calm emotions, command, hold person, mass healing word, slow*

Bonus Actions

Immobilizing Smite (2/Day). When the goblin hits a creature with a weapon attack, it deals ane extra 9 (2d8) force damage to the target. The target must succeed on a DC 12 Wisdom saving throw or be paralyzed for 1 minute. A paralyzed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Nimble Escape. The goblin takes the Disengage or Hide action.

Legendary Actions

The goblin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The goblin regains spent legendary actions at the start of its turn.

Move. The goblin moves up to half its speed without provoking opportunity attacks.
Flail. The goblin makes a Flail attack.
Cast a Spell (Costs 2 Actions). The goblin uses Spellcasting.

Goblin Watcher of Maglubiyet

Watchers are a branch of clergy that worship Maglubiyet that focused on protecting and guarding what was important to their goblin god. This includes safekeeping and watching over sacred goblinoid relics and treasures that their tribes have accumulated. They also serve as bodyguards to important goblinoid figures such as chieftains, high priests, and champions.

Maglubiyet bestows upon the watchers his fire spells as well as his "Fiery Eyes" gift, which enables them to cause creatures and objects they gaze at to spontaneously combust and burn.

Goblin Watcher of Maglubiyet

Small Humanoid (Goblinoid), typically Neutral Evil

Armor Class 15 (chain shirt)
Hit Points 45 (9d6 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	12 (+1)	15 (+2)	12 (+1)

Skills Perception +6, Stealth +6
Senses darkvision 60 ft., passive Perception 16
Languages Goblin
Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 3 (1d6) fire damage.

Spellcasting. The goblin casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At will: *resistance, sacred flame* (2d8), *thaumaturgy, word of radiance* (2d6)
1/day each: *burning hands, faerie fire, flaming sphere, scorching ray, zone of truth*

Bonus Actions

Nimble Escape. The goblin takes the Disengage or Hide action.

Legendary Actions

The goblin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The goblin regains spent legendary actions at the start of its turn.

Move. The goblin moves up to half its speed without provoking opportunity attacks.
Javelin. The goblin makes a Javelin attack.
Cast a Spell (Costs 2 Actions). The goblin uses Spellcasting.
Searing Gaze of Maglubiyet (Costs 2 Actions). The goblin turns its gaze toward one creature it can see within 60 feet of it and commands it to combust. The target must succeed on a DC 12 Wisdom saving throw. On a failed save, the creature takes 11 (2d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

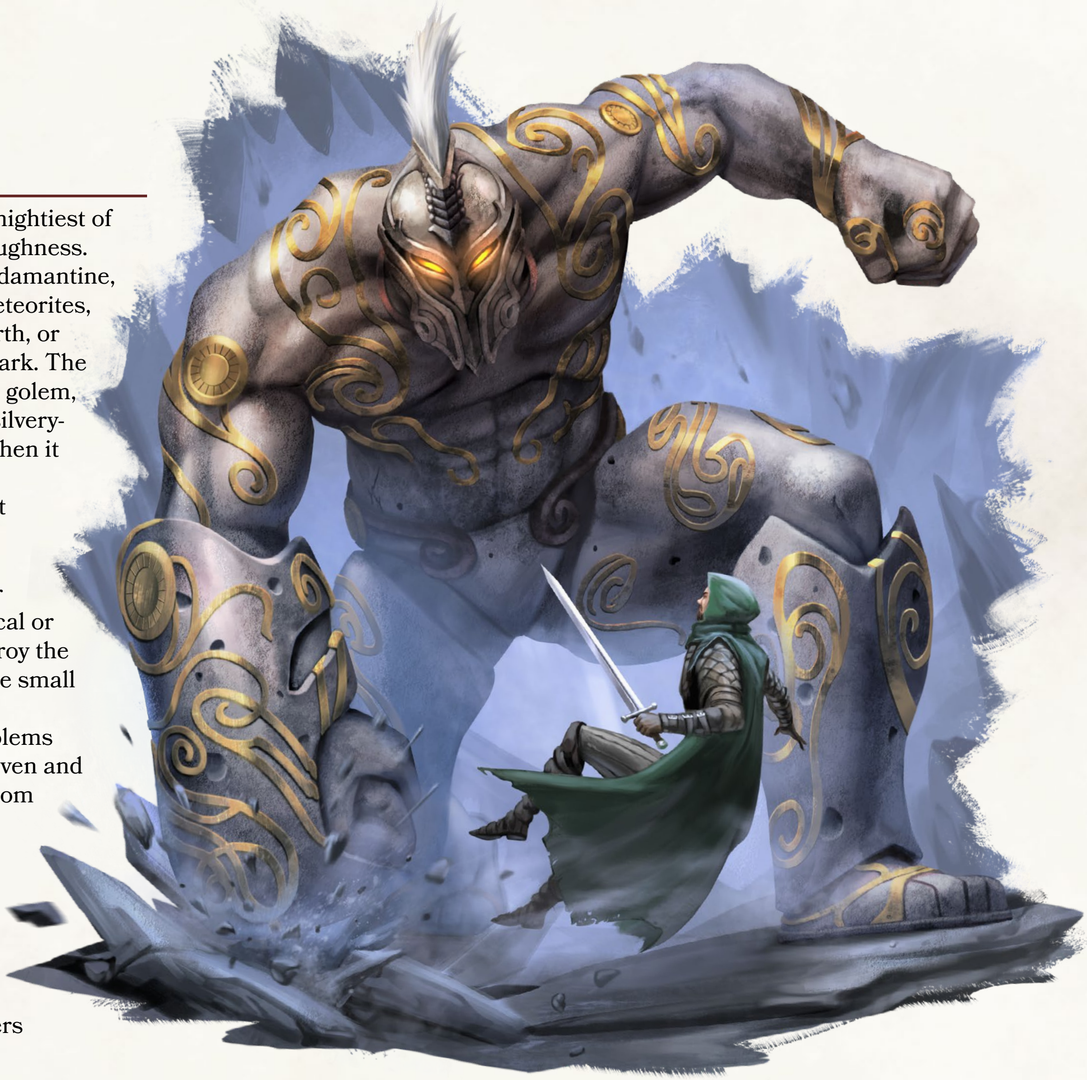
GOLEMS

ADAMANTINE GOLEM

The legendary adamantine golem is the mightiest of all golems, unmatched in strength and toughness. Its 25-foot tall body is constructed from adamantine, the extremely rare metal found only in meteorites, veins of ore in the Elemental Plane of Earth, or near earth nodes deep within the Underdark. The adamantine golem resembles a huge iron golem, but with the adamantine's unmistakable silvery-gray sheen over the surface of its body. When it walks, the ground shakes and trembles.

Unstoppable Juggernaut. Only the most powerful creatures should ever consider facing an adamantine golem as it is feared for its incredible strength and near invulnerability to all types of attack, magical or otherwise. Its devastating blows can destroy the armor and shields of its foes or even cause small earthquakes.

Ancient Guardians. The adamantine golems are said to be the creations of gifted dwarven and gnomish artificers from the ancient kingdom of Ammarindar, once known for its prosperous adamantine mines before it fell to hordes of orcs and demons. It is rumored that a great treasure cache that included adamantine weapons and armor still remains locked in Ammarindar's forgotten vaults, guarded by the adamantine golems that the invaders were not able to bypass or defeat.



ADAMANTINE GOLEM

Huge Construct, unaligned

Armor Class 22 (natural armor)
Hit Points 351 (26d12 + 182)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	9 (-1)	24 (+7)	3 (-4)	11 (+0)	1 (-5)

Damage Resistances cold, fire, lightning, necrotic, radiant
Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 22 (41,000 XP) **Proficiency Bonus** +7

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Limited Magic Immunity. The golem can't be affected or detected by spells of 6th level or lower. It has advantage on saving throws against all other spells and magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Siege Monster. The golem deals double damage to objects and structures.

Unusual Nature. The golem doesn’t require air, food, drink, or sleep.

ACTIONS

Multiattack. The golem makes two Slam attacks.

Slam. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 32 (5d8 + 10) bludgeoning damage and the target must succeed on a DC 25 Strength saving throw or the Armor Class (AC) of the armor or shield (determined randomly) of the target takes a permanent and cumulative -1 penalty. If its Armor Class drops to 0, the armor or shield is destroyed. If the armor or shield is magical, the target gains advantage on the saving throw.

Crushing Stride. The golem moves up to its speed in a straight line. During this move, it can enter Large or smaller creatures' spaces. A creature whose space the golem enters must succeed on a DC 25 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the golem's path. On a failed save, the creature falls prone and takes 32 (5d8 + 10) bludgeoning damage. If the golem remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the golem. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 25 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the golem and is no longer restrained.

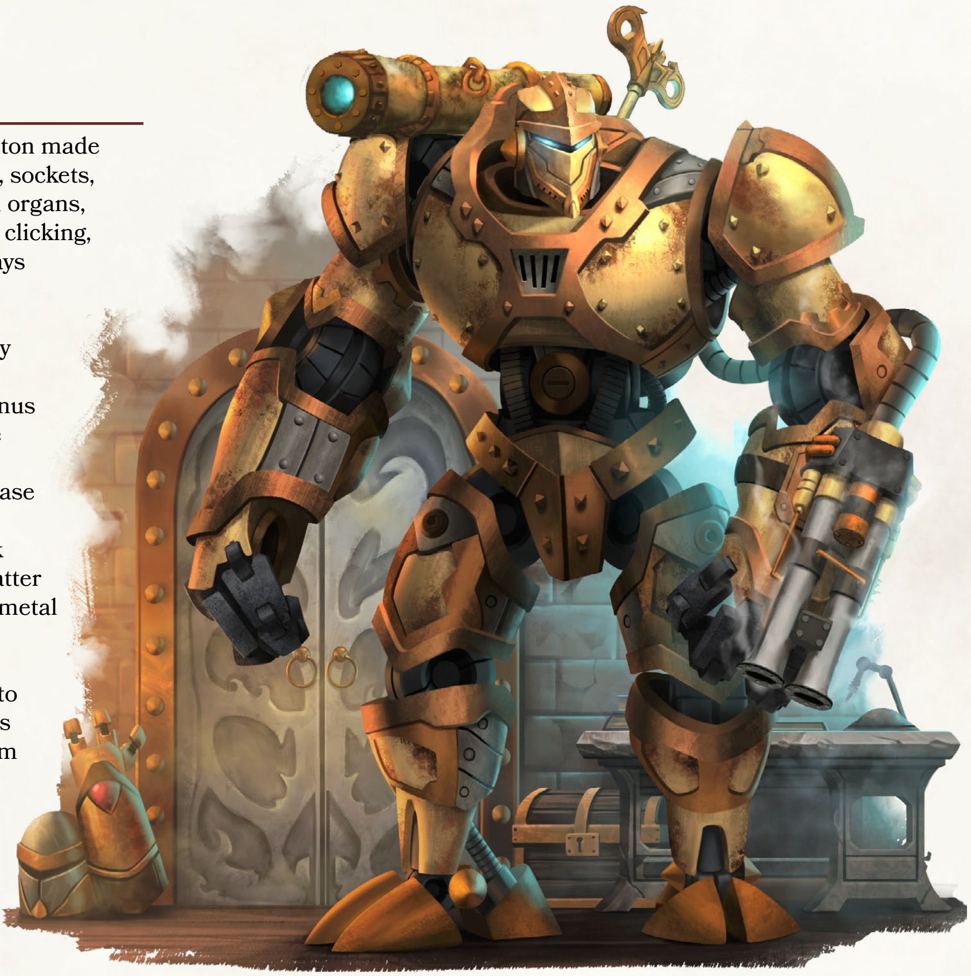
Earthquake Smash (Recharge 5–6). The golem slams the ground, triggering an earth tremor and violently pelting the area with debris. Each creature on the ground in a 20-foot cube originating from the golem must succeed on a DC 25 Constitution saving throw. On a failed save, a creature takes 55 (10d8 + 10) bludgeoning damage, is knocked prone, and stunned until the end of its next turn. On a successful save, a creature takes half as much damage and is neither knocked prone or stunned.

Clockwork Golem

The clockwork golem is a 12-foot tall bipedal automaton made of bronze, steel, and invar. Various interlocking gears, sockets, springs, tubings, and wires, seemingly like humanoid organs, make up the rest of its body. A symphony of clanging, clicking, hissing, humming, rattling, and whirring sounds always accompanies the clockwork golem wherever it goes.

Wondrous Constructs. Gnomish artificers of Gond designed and crafted the first clockwork golems. They used winding mainspring devices, steam-pressured pistons, divine magic, and arcane magic from Mechanus to power the clockwork golems. Rarely found outside gnomish communities, clockwork golems are now accessible to anyone who can afford to craft or purchase them.

Array of Deadly Gadgets. In combat, the clockwork golem has numerous weapons it can deploy. It can batter foes foolish enough to be within reach of its massive metal fists. For targets that are out of reach, the clockwork golem can extend its arm like a spring, grabbing and pulling them to itself. It can boost and propel itself into the air through steam-powered rockets underneath its feet. If faced with numerous foes, the clockwork golem can utilize its shoulder-mounted arcane cannon that can fire three types of energy grenades and its arm-attached double-barrels that can spray a cone of scalding steam. Finally, if its enemies manage to destroy it, the clockwork golem will explode, hitting everyone close to it with searing hot shrapnel.



Clockwork Golem

Large Construct, unaligned

Armor Class 17 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Death Burst. When the golem's hit points reaches 0, it explodes in a burst of shrapnel and scalding steam. Each creature within 10 feet of it must make a DC 17 Dexterity saving throw, taking 9 (2d8) piercing damage and 9 (2d8) fire damage on a failed save, or half as much damage on a successful one.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Unusual Nature. The golem doesn't require air, food, drink, or sleep.

Actions

Multiattack. The golem makes two Slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Arcane Cannon (Recharge 4-6). The golem fires a magical projectile from its shoulder-mounted cannon at a point within 120 feet of it. The golem chooses the effect from the following options:

1. Fire Projectile (1/Day). Each creature in a 15-foot-radius sphere centered on that point must make a DC 17 Dexterity saving throw. On a failed save, a creature takes 22 (5d8) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns. On a successful save, a creature takes half as much damage.

2. Frost Projectile (1/Day). Each creature in a 10-foot-radius sphere centered on that point must make a DC 17 Strength saving throw. On a failed save, a creature takes 18 (4d8) cold damage and suffers 2 levels of exhaustion. On a successful save, a creature takes half as much damage.

3. Lightning Projectile (1/Day). Each creature in a 5-foot-radius sphere centered on that point must make a DC 17 Constitution saving throw. On a failed save, a creature takes 18 (4d8) lightning damage and is incapacitated for 1 minute. An incapacitated creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't incapacitated.

Steam Spray (Recharge 5–6). The golem jets scalding steam from its arm-mounted twin barrels in a 15-foot cone. Each creature in the area must succeed on a DC 17 Dexterity saving throw or take 18 (4d8) fire damage and be blinded until the end of its next turn. On a successful save, a target takes half as much damage and isn't blinded.

Bonus Actions

Retracting Arm. The golem extends the reach of its next Slam attack this turn to 20 feet. If the attack hits and the target is Large or smaller, it is grappled (escape DC 15) and pulled 15 feet toward the golem. Until this grapple ends, the target is restrained.

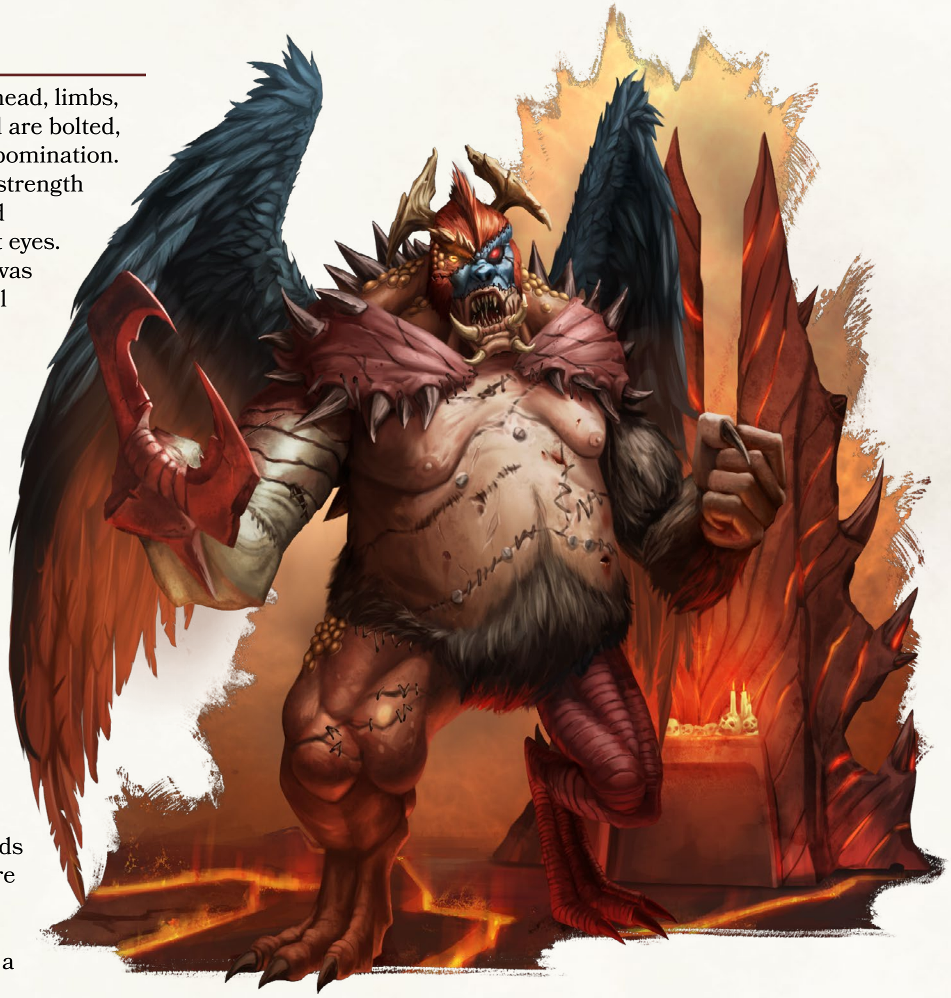
Steam-Powered Rocket Jump (Recharge 5–6). The golem gains a fly speed of 40 until the end of the turn.

DEMONFLESH GOLEM

The demonflesh golem is a nightmare to behold. Its head, limbs, and wings have been taken from various demons and are bolted, stitched, and grafted together to form a 10-foot tall abomination. It moves with an awkward gait but has supernatural strength that is fueled by fiendish magic. Malice, mayhem, and murderous thoughts churn from behind its bloodshot eyes.

Crafted in Mephistar. The first demonflesh golem was created in the dreaded laboratories within the Citadel of Mephistar by skilled artificers and wizards whose souls were bound in service to Mephistopheles. The demonflesh golems were built from the remains of slain demons, brought in from the raging Blood War in Avernus. Instead of elemental spirits, souls were wrenched from captured prisoners and infused into the golems' constructed bodies.

Unstable Weapon of War. Unleashed by its master, a demonflesh golem can tear foes with its powerful melee attacks, fly, and cast powerful spells. However, it is flawed and unpredictable construct. Perhaps due to the imperfections of the magic that binds it or the residual memories and chaotic tendencies of its bound demonic soul, a demonflesh golem will sometimes suddenly run amok when badly damaged. It breaks free of its master's control and vents its evil wrath on anything near it until fully repaired or until its shell of demonflesh is destroyed. It is said that one still wanders the war-torn battlefields of Avernus to this day. Because of this, only a few were ever produced. Somehow, some demonflesh golems still managed to find their way into the Material Plane, brought by a powerful devil or sent as a gift to a diabolical cult.



DEMONFLESH GOLEM

Large Construct (fiend), typically Chaotic Evil

Armor Class 18 (natural armor)
Hit Points 252 (24d10 + 120)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	20 (+5)	8 (-1)	14 (+2)	5 (-3)

Damage Resistances cold, fire, lightning
Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses truesight 120 ft., passive Perception 12
Languages understands the languages of its creator but can't speak
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Berserk. Whenever the golem starts its turn with 90 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Unusual Nature. The golem doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The golem uses its Terrifying Gaze. It then makes three attacks: one with its Bite, one with its Claw, and one with its Pincer.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 32 (5d10 + 5) piercing damage and the target must succeed on a DC 19 Wisdom saving throw or be cursed for 1 minute. While cursed, a creature has disadvantage on attack rolls against the golem. A creature can repeat the saving throw at the end of each of its turns ending the effect on itself on a success.

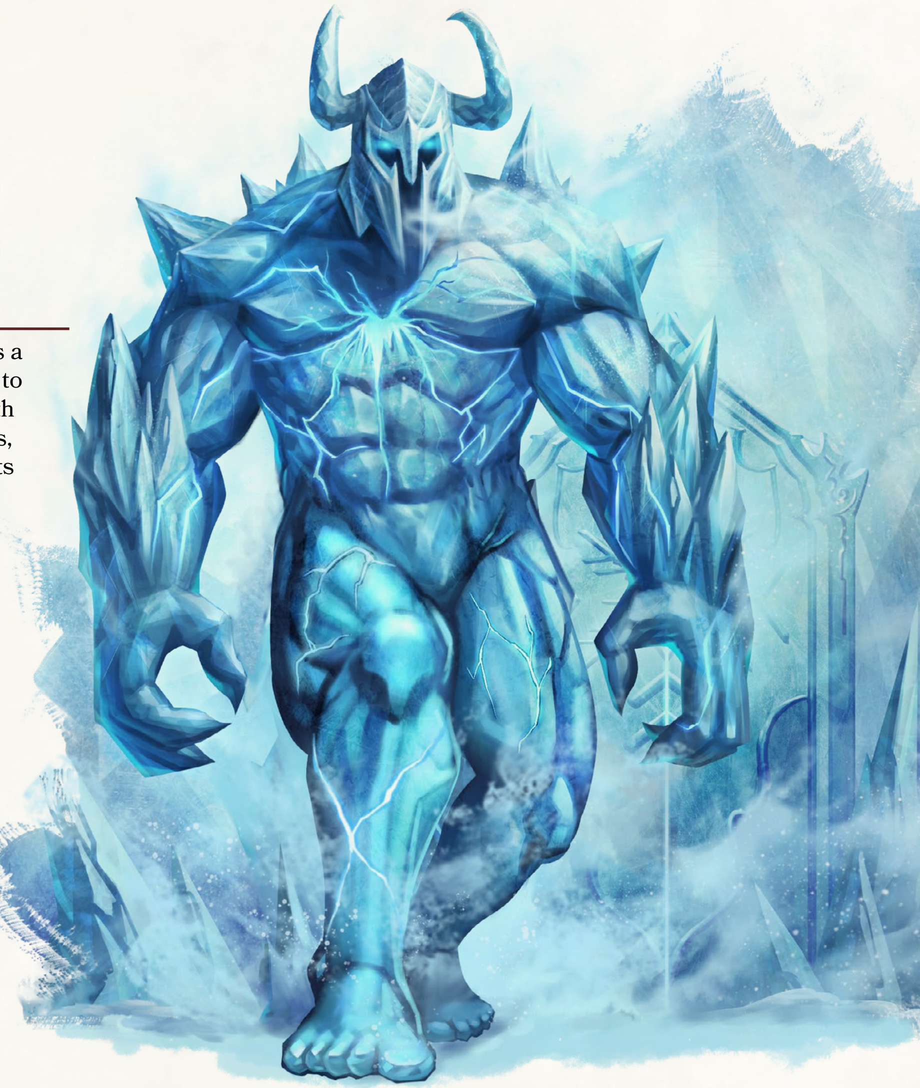
Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Pincer. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 19).

Terrifying Gaze. The golem turns its magical gaze toward one creature it can see within 30 feet of it. The target must succeed on a DC 16 Wisdom saving throw or become frightened of the golem for 1 minute. A frightened creature is paralyzed. A creature can repeat the saving throw at the end of each of its turns ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to golem's Terrifying Gaze for the next 24 hours.

Spellcasting. The golem casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 16):

3/day each: *cloudkill, darkness*
1/day: *Abi-Dalzim's horrid wilting*



Ice Golem

An ice golem is a 10-foot tall, hulking figure that resembles a beautifully sculpted ice statue of an armored warrior. Said to be carved by frost dwarves from glacial ice and infused with magic and the spirit of an ice paraelemental by frost mages, the ice golem is a chilling dreadnought designed to serve its creator.

Chilling Foe. The ice golem can batter opponents with powerful blows. When facing multiple enemies, the ice golem can unleash an icy breath. Those caught within the devastating cone of its breath become frozen and encased in ice. Even if its foes manage to destroy the ice golem, it would still have to avoid its death burst - an explosion of razor-sharp icy shards and numbing cold.

Cold Dweller. An ice golem is almost always encountered in regions of cold climates, for anything warmer could cause it to melt. They are often used as bodyguards and sentries by frost mages and powerful clerics of Auril and Thrym, who take advantage of the golem's ability to absorb cold, enabling it to repair itself.

Ice Golem

Large Construct, unaligned

Armor Class 12 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	11 (+0)	1 (-5)

Damage Vulnerabilities fire
Damage Immunities cold, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Cold Absorption. Whenever the golem is subjected to cold damage, it takes no damage and instead regains a number of hit points equal to the cold damage dealt.

Death Burst. When the golem's hit points reaches 0, it explodes in a burst of jagged ice. Each creature within 10 feet of it must make a DC 15 Dexterity saving throw, taking 4 (1d8) piercing damage and 4 (1d8) cold damage on a failed save, or half as much damage on a successful one.

Ice Walk. The golem can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Melt. While in an area of extreme heat, the golem loses 1d6 hit points at the start of each of its turns.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Unusual Nature. The golem doesn't require air, food, drink, or sleep.

Actions

Multiattack. The golem makes two Slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 4 (1d8) cold damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw. On a failed save, the target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last until the end of the ice golem's next turn.

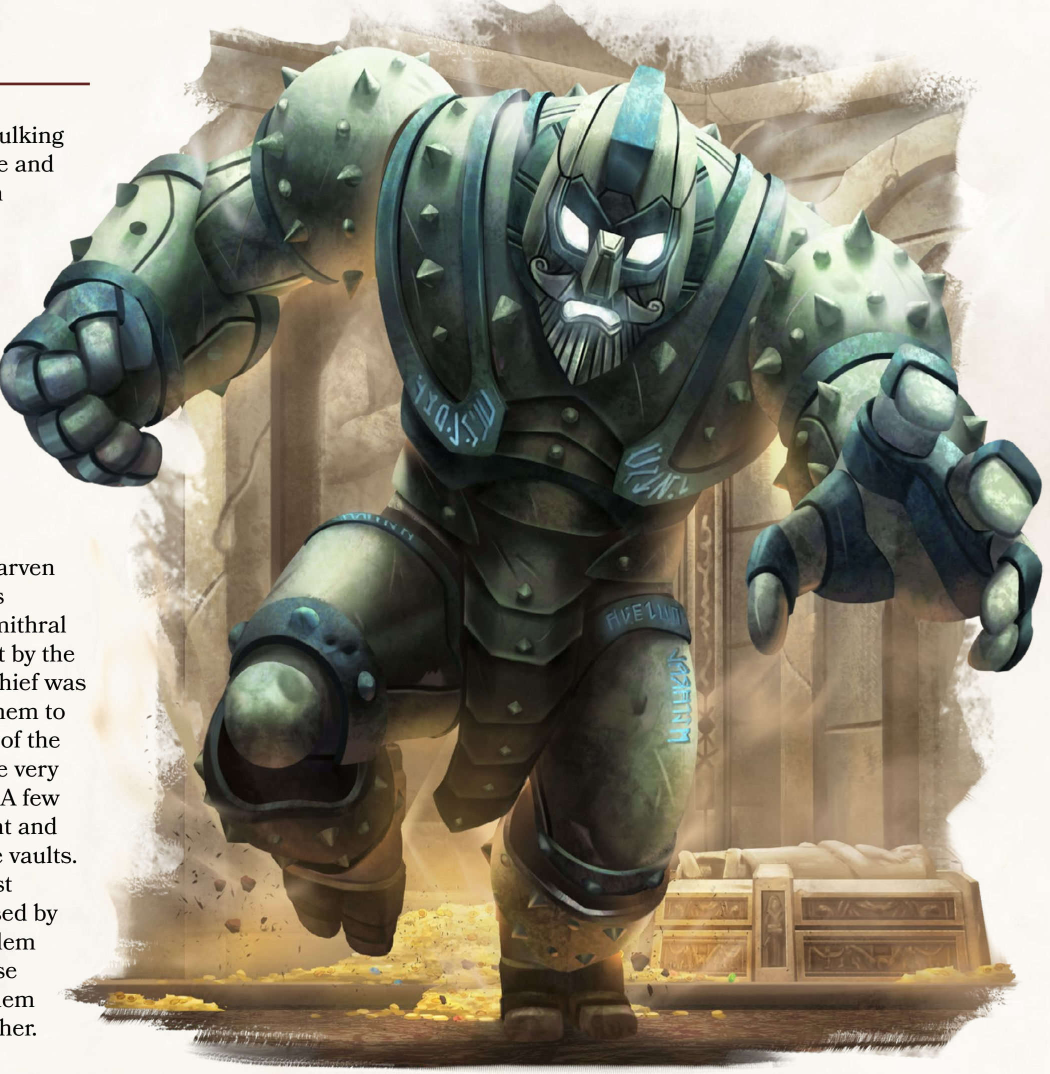
Frost Breath (Recharge 5–6). The golem exhales magical frost in a 15-foot cube. Each creature in that area must succeed on a DC 15 Constitution saving throw. On a failed save, a creature takes 22 (5d8) cold damage and is encased in ice for 1 minute. While encased, a creature is restrained. As an action, the restrained target can make a DC 17 Strength check, breaking the ice on a success. The ice can also be attacked and destroyed (AC 12; hp 25; vulnerability to fire damage; immunity to cold, poison, and psychic damage). On a successful save, a creature takes half as much damage and isn't encased in ice.

MITHRAL GOLEM

Among the mightiest of golems, the mithral golem stands 18 feet tall and resembles a hulking humanoid. It is forged from mithral, the rare and precious metal produced from ores that can only be found in the Underdark as well as in specific mountain ranges of Faerûn. While most golems tend to be lumbering and ponderous, the mithral golem is deceptively agile and graceful.

Dwarven-Crafted Sentinels. The mithral golems were first crafted long ago by dwarven artificers to solve one of their main problems - vulnerability to dragon attack. The dwarves needed a powerful guardian that can withstand and repel an assault of an adult dragon. Thus, the wealthiest and most powerful dwarven kingdoms always have a few mithral golems serving as sentries. The plans for creating mithral golems were a carefully guarded secret kept by the dwarves. However, an enterprising master thief was able to steal and make copies of it, selling them to the highest bidders. Despite the availability of the knowledge to craft them, mithral golems are very rare as they are costly and difficult to build. A few are rumored to still stand guard over ancient and forgotten dwarven royal crypts and treasure vaults.

Alacritous Defender. Adventurers that first encounter a mithral golem are often surprised by the construct's quickness, as the mithral golem can perform an extra action each turn. Those unfortunate enough to be gripped by the golem are bludgeoned or smashed against each other.



MITHRAL GOLEM

Huge Construct, unaligned

Armor Class 21 (natural armor)
Hit Points 283 (21d12 + 147)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	13 (+1)	24 (+7)	3 (-4)	11 (+0)	1 (-5)

Damage Resistances cold, fire, lightning, necrotic, radiant
Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Unusual Nature. The golem doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The golem makes two Slam attacks.

Slam. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 27 (4d8 + 9) bludgeoning damage and if the target is a Large or smaller creature, it is grappled (escape DC 23). Until this grapple ends, the golem can automatically hit the target with its Slam attack, and the golem can't attack another target with one of its Slam attacks.

Bludgeon. The golem slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 23 Constitution saving throw or take 27 (4d8 + 9) bludgeoning damage and be stunned until the end of the golem's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Crushing Stride. The golem moves up to its speed in a straight line. During this move, it can enter Large or smaller creatures' spaces. A creature whose space the golem enters must succeed on a DC 23 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the golem's path. On a failed save, the creature falls prone and takes 27 (4d8 + 9) bludgeoning damage. If the golem remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the golem. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 23 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the golem and is no longer restrained.

BONUS ACTIONS

Alacrity. The golem can take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

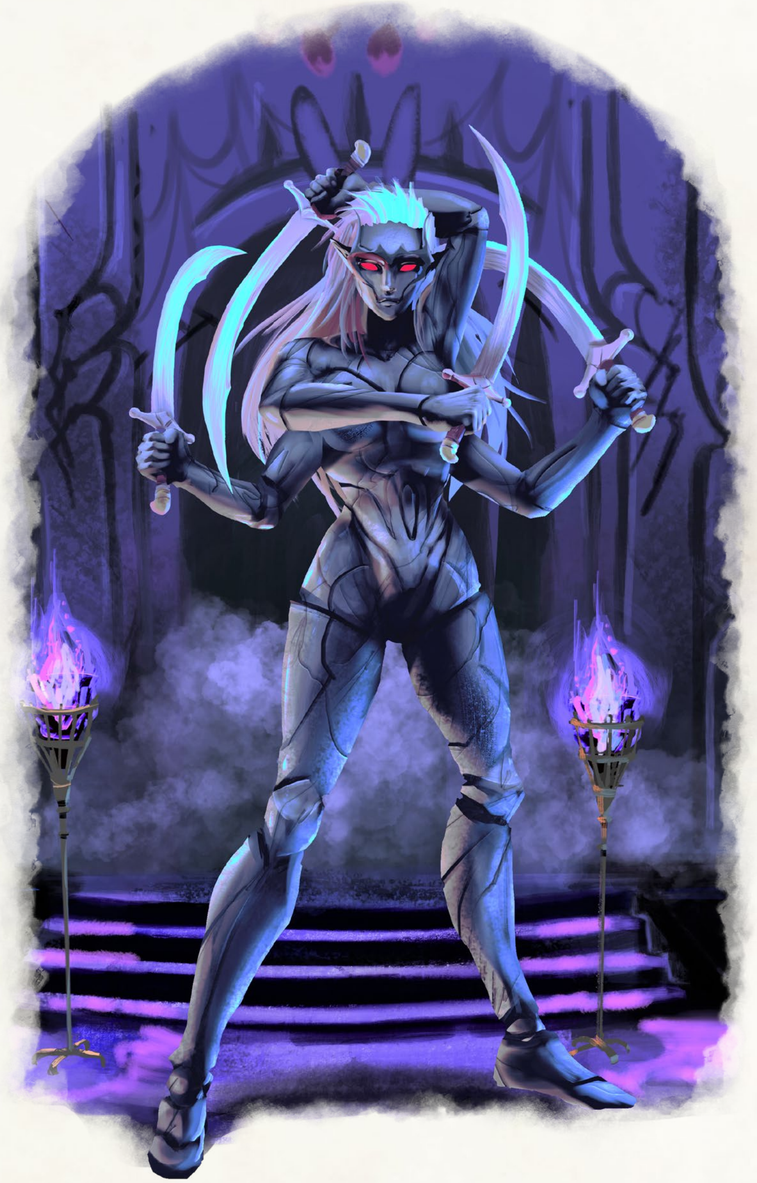
SPIDERSTONE GOLEM

The spiderstone golem, sometimes called the obsidian golem, appears as a giant statue of a beautiful drow male or female with four arms. The golem's body is smooth and glass-like, with shallow cracks and fractures scarring its glossy black surface. Its eyes glow like red embers that seemingly pulse and ebb. On its back are four large one-handed weapons, each perfectly crafted and hewn from obsidian.

Guardian and Hunter. When idle, the spiderstone golem stands with its upper pair of arms akimbo and its lower pair folded across its chest. When it enters combat, it will reach behind with all four arms and draw all of its weapons. The spiderstone golem is often encountered guarding entrances and main chambers of temples and shrines of Lolth or in the throne rooms of drow house matrons. On occasion, the spiderstone golem will be instructed to hunt down targets, such as escaping prisoners.

Frenzied Construct. The body of a spiderstone golem is first constructed by highly skilled drow artificers and wizards. Once completed, it is sent to a high priestess who prepares it for a ritual that binds a spirit of a demon to the golem. This demon is a servant of Lolth sent from the Demonweb Pits to ensure absolute loyalty to the Queen of Spiders and her followers. However, the spiderstone golem is still unpredictable and dangerous to control. When badly damaged, there is a chance that its demonic spirit will suddenly enter into a demented rage, attacking anything near it until it is destroyed or completely repaired.

Spider Warrior. In combat, spiderstone golems fight like seasoned warriors, able to attack and defend against multiple foes. Against mobile and distant targets, the spiderstone golem can breathe a cone of sticky, toxic gossamer threads. This web-like substance poisons whatever is ensnared by it.



SPIDERSTONE GOLEM

Large Construct, typically Neutral Evil

Armor Class 18 (natural armor)
Hit Points 180 (19d10 + 76)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	19 (+4)	8 (-1)	14 (+2)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 12
Languages understands the languages of its creator but can't speak
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Berserk. Whenever the golem starts its turn with 70 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Spider Climb. The golem can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the golem knows the exact location of any creature in contact with the same web.

Web Walker. The golem ignores movement restrictions caused by webbing.

Unusual Nature. The golem doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The golem makes four Scimitar attacks.

Scimitar. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Web Breath (Recharge 5–6). The golem exhales poisonous webbing in a 15-foot cone. Each creature in the area must succeed on a DC 17 Dexterity saving throw or take 31 (7d8) poison damage and be restrained by webbing. A creature that starts its turn restrained takes 9 (2d8) poison damage. As an action, the restrained creature can make a DC 17 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 10 hit points, vulnerability to fire damage and immunity to bludgeoning, poison, and psychic damage.

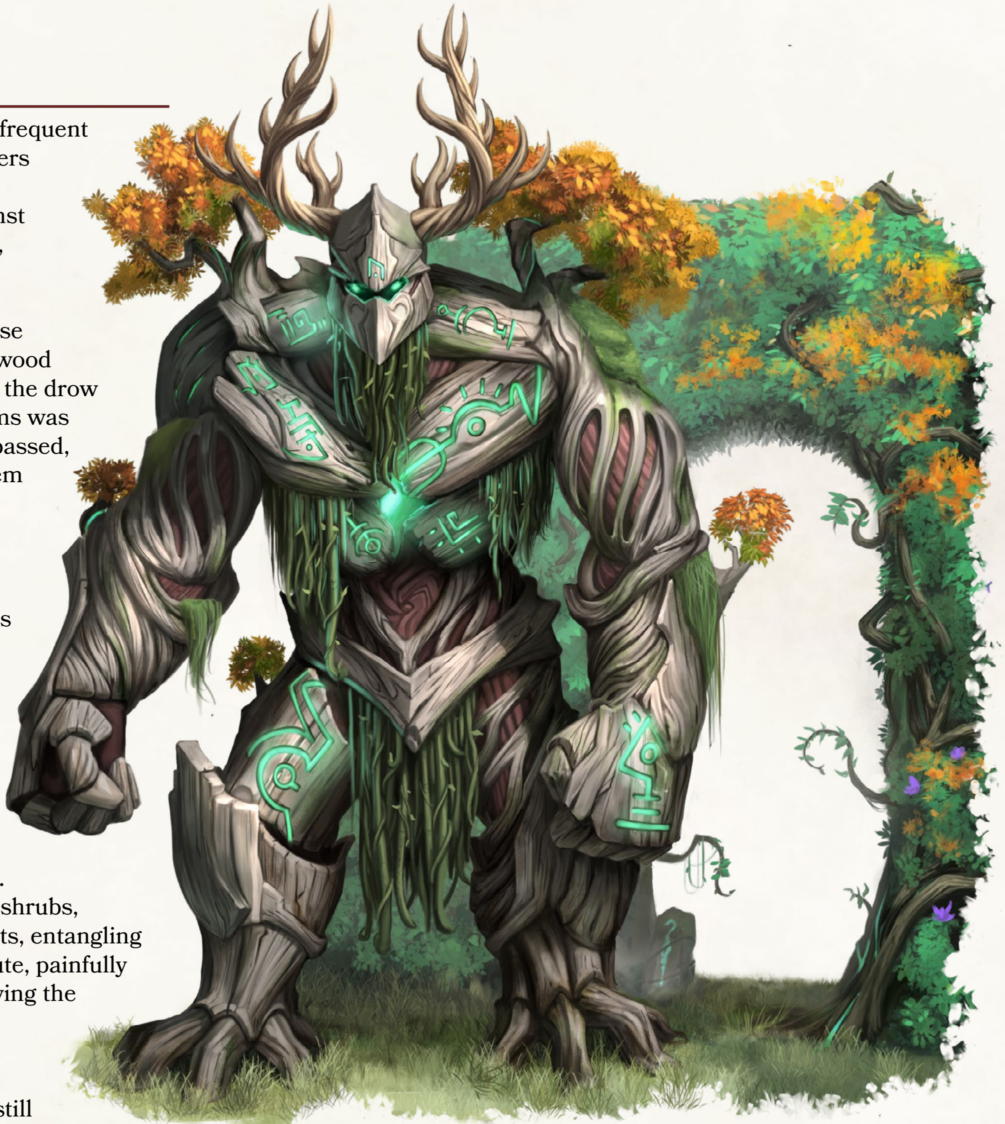
WOOD GOLEM

Long ago, when elven lands were experiencing frequent raids from drow spellcasters, an order of artificers and druids that worshipped Corellon Larethian developed a means that could help defend against them. The first wood golems were created then, born from reconstituted dead trees, powered by arcane and divine magic, and bound with an elemental spirit from the Plane of Earth. Because of their hardiness and resistance to magic, the wood golems became instrumental in easily repelling the drow attacks. Soon, knowledge of crafting such golems was shared with other elven communities. As time passed, other races somehow learned how to create them as well.

Wooden Knight. Sometimes mistaken for a treant, a wood golem resembles a 10-foot tall humanoid-shaped tree that is often designed to look like a knight. Elven runes etched on various surfaces of its body glow and pulse bluish-green. The wood golem moves with a stiff and lumbering gait, with every step accompanied by the sound of straining wood. Thick roots grow and extend from the golem's feet, constantly digging into the ground when the golem stands still.

Entangling Briars. In combat, the wood golem bludgeons enemies with its massive fists. Against quick foes, the golem can cause thorny shrubs, weeds, and vines to sprout underneath its targets, entangling them. The prickly vegetation persists for a minute, painfully cutting and rooting those caught within it, allowing the golem to reach the targets.

Enduring Sentinels. Wood golems are often encountered as guards in elven cities or druid homes. A few, now overgrown with vegetation, still endlessly guard forgotten elven crypts, tombs, and ruins.



WOOD GOLEM

Large Construct, unaligned

Armor Class 16 (natural armor)
Hit Points 104 (11d10 + 44)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	11 (+0)	1 (-5)

Damage Vulnerabilities fire
Damage Immunities poison, psychic; bludgeoning, piercing slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Berserk. Whenever the golem starts its turn with 50 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Rooted. The golem has advantage on Strength and Dexterity saving throws made against effects that would pull, push, or knock it prone.

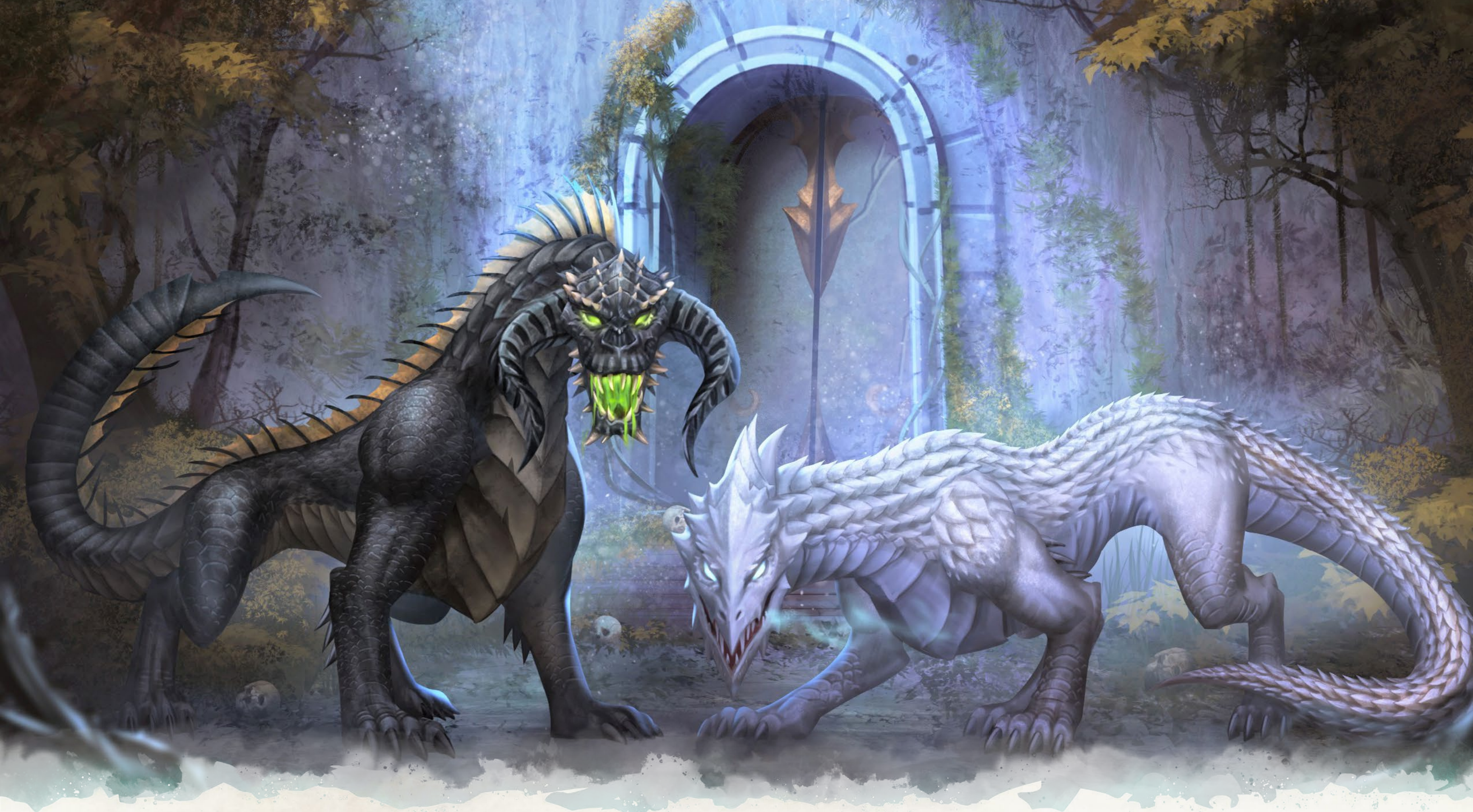
Unusual Nature. The golem doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The golem makes two Slam attacks and uses Entangling Briars, if available.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Entangling Briars (Recharge 5–6). The golem targets one or more creatures it can see within 30 feet of it. Grasping prickly shrubs and thorny vines sprout underneath each target. Each target must make a DC 15 Strength saving throw or be restrained by the entangling briars for 1 minute. While restrained, a creature takes 3 (1d6) piercing damage at the start of each of its turns. As an action, the restrained creature can make a DC 15 Strength check, escaping from the briars on a success. The briars can also be destroyed to end the effect. The entangling briars has AC 10, 15 hit points, vulnerability to fire damage and immunity to bludgeoning, piercing, poison, and psychic damage.



GUARD DRAKES

ELDER BLACK GUARD DRAKE

Large Dragon, unaligned

Armor Class 15 (natural armor)
Hit Points 85 (9d10 + 36)
Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	11 (+0)	8 (-1)

Skills Perception +2
Damage Immunities acid
Senses darkvision 120 ft., passive Perception 12
Languages understands Draconic but can't speak
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Amphibious. The guard drake can breathe air and water.

ACTIONS

Multiattack. The guard drake makes three attacks: one with its Bite, one with its Claws, and one with its Tail.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 2 (1d4) acid damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Acid Breath (Recharge 6). The guard drake exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 27 (6d8) acid damage on a failed save, or half as much damage on a successful one.

ELDER BLUE GUARD DRAKE

Large Dragon, unaligned

Armor Class 16 (natural armor)
Hit Points 104 (11d10 + 44)
Speed 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	19 (+4)	6 (-2)	12 (+1)	9 (-1)

Skills Perception +4
Damage Immunities lightning
Senses darkvision 120 ft., passive Perception 14
Languages understands Draconic but can't speak
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

ACTIONS

Multiattack. The guard drake makes three attacks: one with its Bite, one with its Claws, and one with its Tail.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 2 (1d4) lightning damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Lightning Breath (Recharge 6). The guard drake exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 33 (6d10) lightning damage on a failed save, or half as much damage on a successful one.

ELDER GREEN GUARD DRAKE

Large Dragon, unaligned

Armor Class 16 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	5 (-3)	11 (+0)	8 (-1)

Skills Perception +2
Damage Immunities poison
Senses darkvision 120 ft., passive Perception 12
Languages understands Draconic but can't speak
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Amphibious. The guard drake can breathe air and water.

ACTIONS

Multiattack. The guard drake makes three attacks: one with its Bite, one with its Claws, and one with its Tail.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 2 (1d4) poison damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Poison Breath (Recharge 6). The guard drake exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

ELDER RED GUARD DRAKE

Large Dragon, unaligned

Armor Class 17 (natural armor)
Hit Points 126 (12d10 + 60)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	6 (-2)	12 (+1)	9 (-1)

Skills Perception +4
Damage Immunities fire
Senses darkvision 120 ft., passive Perception 14
Languages understands Draconic but can't speak
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

ACTIONS

Multiattack. The guard drake makes three attacks: one with its Bite, one with its Claws, and one with its Tail.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 2 (1d4) fire damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Fire Breath (Recharge 6). The guard drake exhales fire in a 15-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

ELDER WHITE GUARD DRAKE

Large Dragon, unaligned

Armor Class 15 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 40 ft., burrow 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	17 (+3)	4 (-3)	10 (+0)	7 (-2)

Skills Perception +2
Damage Immunities cold
Senses darkvision 120 ft., passive Perception 12
Languages understands Draconic but can't speak
Challenge 3 (700 XP) **Proficiency Bonus** +2

Ice Walk. The guard drake can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

ACTIONS

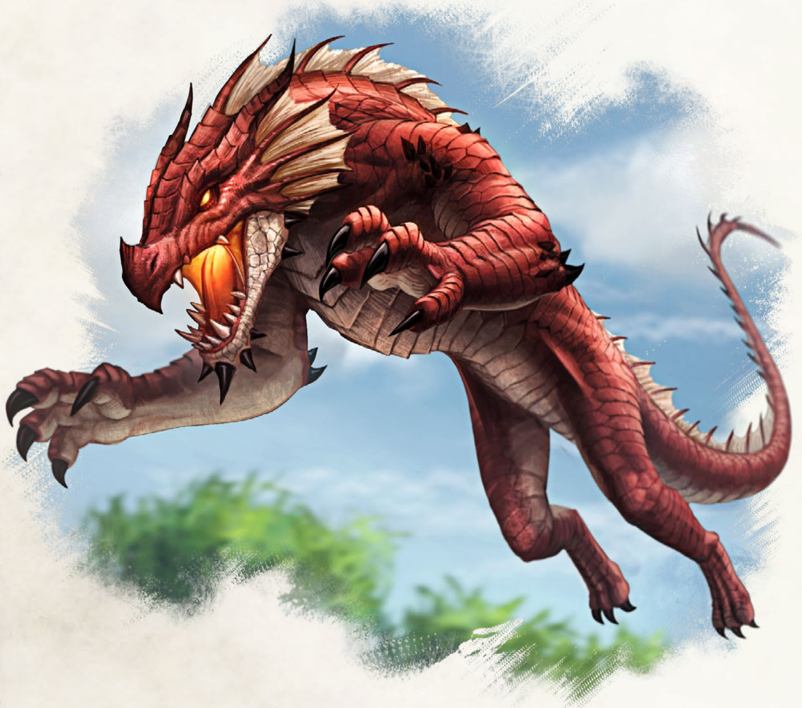
Multiattack. The guard drake makes three attacks: one with its Bite, one with its Claws, and one with its Tail.

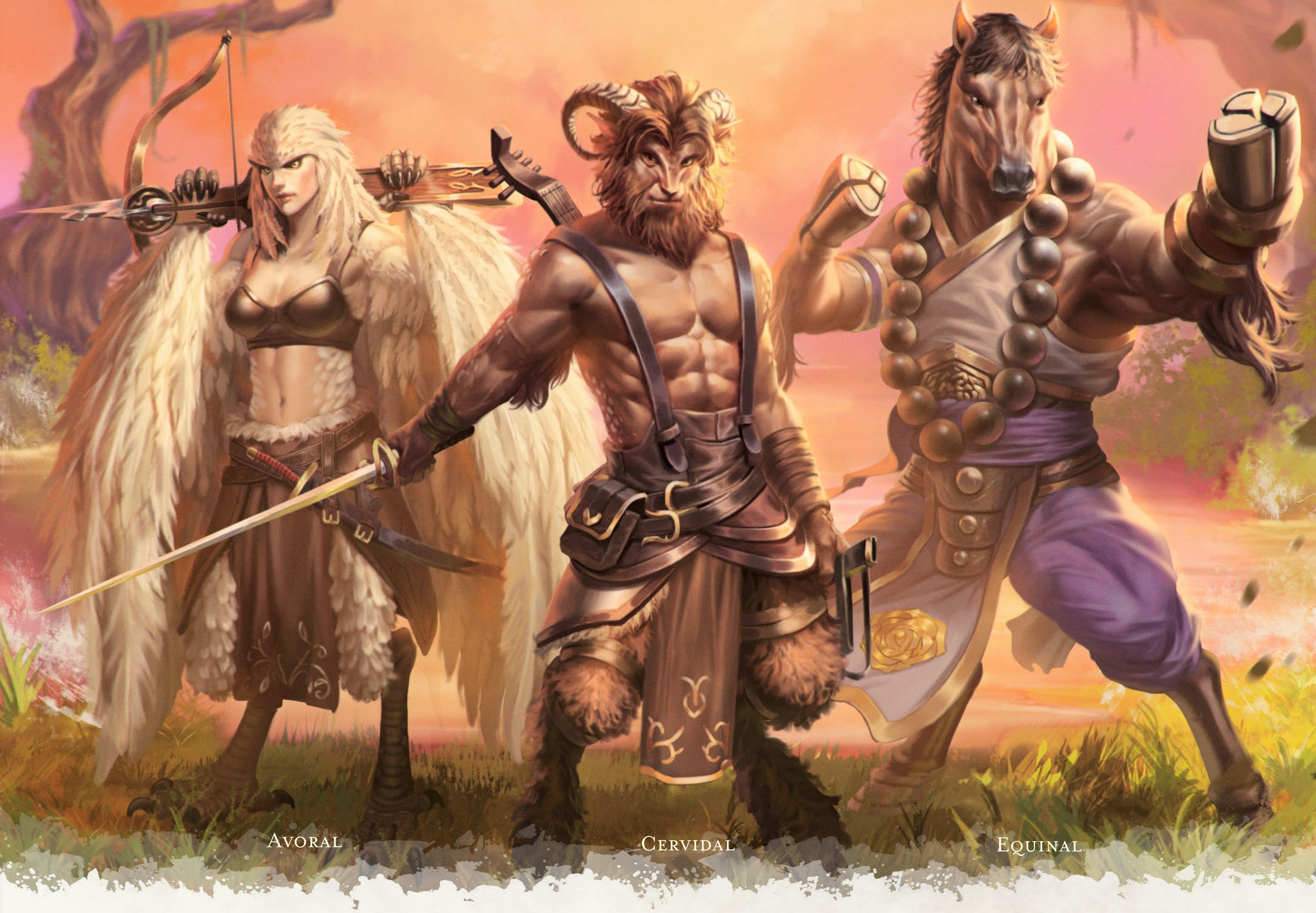
Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 2 (1d4) cold damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Cold Breath (Recharge 6). The guard drake exhales cold in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful one.





Guardinals

Guardinals

The noble guardinals are celestials that resemble animal-humanoid hybrids. Despite their bestial appearance, guardinals are the most honorable and pure-hearted beings one will ever encounter. Native to Elysium and the House of Nature, the guardinals embody virtue and good-naturedness without being constrained by law nor distracted by the chaos of freedom. They are welcoming, mirthful, and witty. Though they always seek to resolve conflict through peaceful means, guardinals are ready to fight if needed. Due to their nature, guardinals often clash with fiends, tyrants, and evil undead.

Noble Heroes. While guardinals have no strict hierarchy as do the celestial archons, they recognize the authority and follow the guardinal paragons known as Talisid and the Five Companions. From time to time, guardinals may be called upon by deities of Elysium and the House of Nature to perform noble quests, at times aiding heroes from the Material Plane. Squads of guardinals also mount lightning raids and rescue missions in the Lower Planes.

Avoral

Avorals appear as tall, muscular humanoids with feathered wings for arms and eagle-like lower legs that end with sharp talons. They have hands at the end of their wings, allowing them to use weapons. The avoral has strong but hollow bones that make it incredibly light, so much that even the largest avoral weighs no more than 120 pounds.

Flying Skirmishers. Avorals are the scouts and rangers of the guardinals. Their acute vision allows them to see enemies from great distances, and their light, majestic bodies enable them to fly at incredible speeds. In combat, the avorals prefer to attack by raining crossbow bolts at their targets while perched on high ground or swooping down at them and slashing with their sharp talons. Like other guardinals, avorals are innate magic-users and can cast devastating spells like lightning bolt and fear.

Cervidal

At first glance, cervidals appear to look like satyrs. They resemble humanoids with goat-like features but are more handsome, nobler, and regal-looking. Cervidals have short, reddish-brown fur over their golden skin, with hooves as feet and their heads crowned with magnificent curving horns of a ram. Cervidals, along with equinals, are amongst the most common types of guardinals one will encounter in Elysium, and thus, along with equinals, form the bulk of a guardinal army.

Dispelling Horns. A cervidal loathes physical combat, choosing to end conflicts through peaceful contests, diplomacy, or witty banter. But if a physical confrontation is unavoidable, a cervidal will not back down. It often opens combat with a headlong charge, using its formidable horns to break enemy formation. Its horns are more than just weapons, though, as the cervidal can also use it to break enchantments, dispel illusions, and banish summoned creatures. Despite its great strength, a cervidal prefers to use weapons that rely on finesse and skill.

EQUINAL

Equinals are 8-foot tall bipedal horse-humanoid hybrids. Their heads and legs are those of a horse's, and their muscular arms end in thick iron-hard fingers that, when closed into a fist, appear like hooves. Despite their heavy-set bodies, equinals move with incredible balance and grace.

Disciplined Warriors. Equinals, alongside cervidals, are the most numerous type of guardinals. They strive to be free of anger, envy, and greed and spend most of their time in deep meditation. Even though they are practitioners of the martial arts, they always do everything possible to neutralize a confrontation without having to resort to violence.

Martial Artists. If combat is unavoidable, equinals always attempt to end fights as quickly as possible, knocking out or subduing their foes with their unarmed strikes before any permanent damage is done. When fighting fiends, however, they do not hold back. When outnumbered, equinals use spells to hinder, slow, or divide their foes. They are also known to emit loud whinnies that can deafen and even stun opponents.

AVORAL

Medium Celestial, typically Neutral good

Armor Class 16 (studded leather)
Hit Points 52 (7d8 + 21)
Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	16 (+3)	14 (+2)	15 (+2)	16 (+3)

Saving Throws Dex +7, Cha +6
Skills Perception +8, Stealth +7, Survival +5
Damage Resistances cold, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 18
Languages all
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Flyby. The avoral doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Sight. The avoral has advantage on Wisdom (Perception) checks that rely on sight.

Magic Resistance. The avoral has advantage on saving throws against spells and other magical effects.

Speak with Beasts. The avoral can communicate with beasts as if they shared a language.

ACTIONS

Multiattack. The avoral makes two melee weapon attacks. While flying, it can only make Talon attacks.

Talon. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

Scimitar. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Spellcasting. The avoral casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *aid, blur, command, detect magic, gust of wind, hold person*
2/day each: *dispel magic, fear, lightning bolt*

LEONAL

Leonals appear as muscular humanoids with lion-like features. Their bodies are covered with short tawny-golden fur with males sporting great red manes. They have the lower legs of a lion and strong, powerful arms that end with paw-like hands with

CERVIDAL

Medium Celestial, typically Neutral good

Armor Class 15 (studded leather)
Hit Points 37 (5d8 + 15)
Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	14 (+2)	14 (+2)	16 (+3)

Saving Throws Dex +5, Cha +5
Skills Athletics +7, Perception +4, Stealth +5
Damage Resistances cold, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning
Condition Immunities charmed, frightened
Senses truesight 60 ft., passive Perception 14
Languages all
Challenge 3 (700 XP) **Proficiency Bonus** +2

Charge. If the cervidal moves at least 20 feet straight toward a target and then hits it with a Ram attack on the same turn, the target takes an extra 5 (2d4) damage.

Magic Resistance. The cervidal has advantage on saving throws against spells and other magical effects.

Speak with Beasts. The cervidal can communicate with beasts as if they shared a language.

ACTIONS

Multiattack. The cervidal makes three attacks: one to Ram and two with its Rapier.

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 7 (2d6) force damage.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Spellcasting. The cervidal casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *bless, command, detect poison and disease, light, magic missile*
2/day each: *hold person, protection from poison, suggestion*

BONUS ACTIONS

Dispelling Horns (3/Day). When the cervidal hits a target with a Ram attack, it can choose one of three effects:

Break Enchantment. If the target that is charmed, frightened, or possessed by a celestial, an elemental, a fey, a fiend, or an undead, the target hit is no longer charmed, frightened, or possessed by such creatures.

Dismissal. If the target is an illusion, it is immediately dispelled. If the target is a fey, a fiend, or an undead, the cervidal can attempt to drive the creature back to its home plane. The creature must succeed on a DC 13 Charisma saving throw or be sent back to its home plane (if it isn't there already). If they aren't on their home plane, undead are sent to the Shadowfell, and fey are sent to the Feywild.

Dispel Magic. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, the cervidal must make a Charisma ability check. The DC equals 10 + the spell's level. On a successful check, the spell ends.

retractable claws. Leonals project an intense nobility that can be both awe-inspiring and intimidating.

Assiduous Leaders. Because of their great wisdom, strength, and charisma, leonals often lead the other guardinals and answer only to the paragons and deities of Elysium and House of Nature. The leonals use their authority very carefully, ensuring that the best course of action is taken and that all guardinals under their command are treated equally.

Mighty Champions. In combat, few can withstand a leonal's powerful melee blows. When outnumbered or against a tough foe, leonals can utilize a number of powerful spells that can turn the tide of battle in their favor. Fiends, in particular, fear leonals for their ability to unleash a devastating divine roar.

Lupinal

The lupinal can be mistaken for a werewolf from a distance, though it is far less bestial and possesses a face that exudes empathy, intelligence, and nobility. A lupinal has a slim, athletic body and is about 5 to 6 feet tall, covered with short, silver-gray hair, and often wield a weapon in each hand.

Cunning Opportunists. In combat, lupinals are cunning and versatile warriors. They always use their ethereal jaunt ability and utilize hit and run tactics. They take advantage of the vulnerability of foes already engaged with an ally, striking at them with high

Equinal

Large Celestial, typically Neutral good

Armor Class 15
Hit Points 51 (6d10 + 18)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	14 (+2)	16 (+3)	16 (+3)

Saving Throws Dex +4, Wis +5, Cha +5
Skills Insight +7, Perception +5, Stealth +4
Damage Resistances cold, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning
Condition Immunities charmed, frightened
Senses truesight 60 ft., passive Perception 15
Languages all
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Magic Resistance. The equinal has advantage on saving throws against spells and other magical effects.

Speak with Beasts. The equinal can communicate with beasts as if they shared a language.

Unarmored Defense. While wearing no armor and not wielding a shield, the equinal's AC includes its Wisdom modifier.

Actions

Multiattack. The equinal uses Whinny, if available. It then makes three unarmed attacks.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage. If the target is a creature, the equinal can choose one of the following additional effects:

- The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (equinal's choice).
- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the equinal's next turn.

Spellcasting. The equinal casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *aid, command, cure wounds, detect evil and good, detect magic, magic missile*
2/day each: *dispel magic, fog cloud, slow*
1/day*: wall of stone*

Whinny (Recharges after a Short or Long Rest). The equinal emits a piercing shriek. Each nonguardinal creature within 20 feet of the equinal must make a DC 13 Constitution saving throw or be deafened for 1 minute. If a creature fails its saving throw by 5 or more, it is also stunned until the end of its next turn.

Leonal

Medium Celestial, typically Neutral good

Armor Class 15 (natural armor)
Hit Points 102 (12d8 + 48)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	14 (+2)	16 (+3)	18 (+4)

Saving Throws Dex +6, Wis +7, Cha +8
Skills Athletics +14, Perception +7, Stealth +10, Survival +7
Damage Resistances cold, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning
Condition Immunities charmed, frightened
Senses truesight 60 ft., passive Perception 17
Languages all
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Aura of Protection. Each ally within 20 feet of the leonal has advantage on saving throws against being charmed and frightened.

Magic Resistance. The leonal has advantage on saving throws against spells and other magical effects.

Speak with Beasts. The leonal can communicate with beasts as if they shared a language.

Actions

Multiattack. The leonal makes two melee attacks and uses Divine Roar, if available.

Greataxe. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (1d12 + 6) slashing damage plus 9 (2d8) radiant damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage and if the target is a Large or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained.

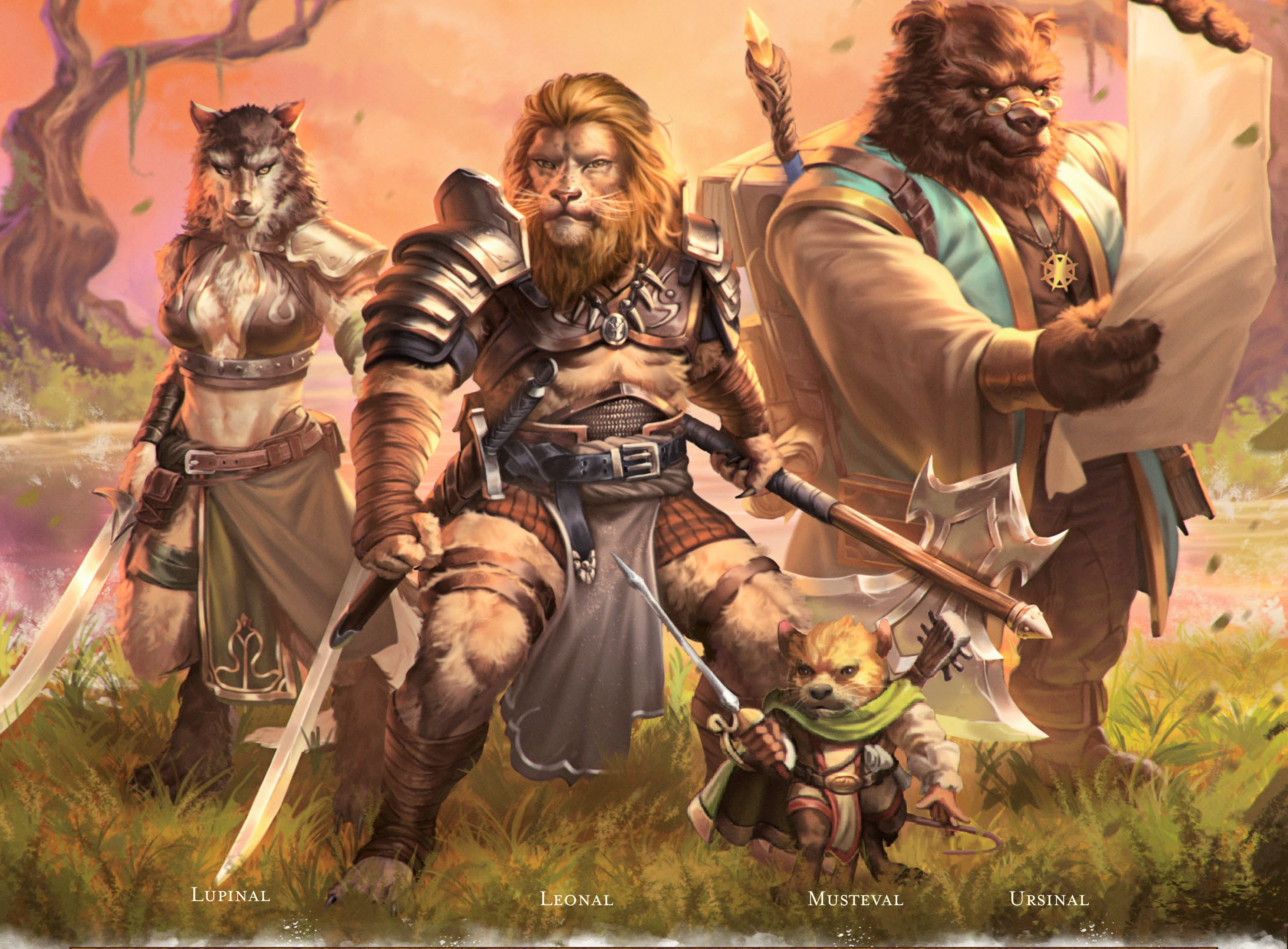
Spellcasting. The leonal casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *detect thoughts, protection from poison*
2/day each: *cure wounds* (as a 4th-level spell), *fireball*
1/day each: *hold monster, polymorph, heal*

Divine Roar (1/Day). The leonal emits a magical roar. Each evil creature within 60 feet of the leonal must make a DC 16 Charisma saving throw. On a failed save, a creature takes 13 (3d8) thunder damage and suffers an effect based on its current hit points:

- 50 hit points or fewer: deafened for 1 minute
- 40 hit points or fewer: deafened and blinded for 10 minutes
- 30 hit points or fewer: blinded, deafened, and stunned for 1 hour
- 20 hit points or fewer: killed instantly

On a successful save, a creature takes half as much damage with no additional effects.



Lupinal

Medium Celestial, typically Neutral good

Armor Class 16 (studded leather)
Hit Points 60 (8d8 + 24)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	14 (+2)	14 (+2)	16 (+3)

Saving Throws Dex +7, Wis +5, Cha +6
Skills Perception +5, Stealth +7, Survival +8
Damage Resistances cold, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning
Condition Immunities charmed, frightened
Senses truesight 60 ft., passive Perception 15
Languages all
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Keen Smell. The lupinal has advantage on Wisdom (Perception) checks that rely on smell.

Magic Resistance. The lupinal has advantage on saving throws against spells and other magical effects.

Pack Tactics. The lupinal has advantage on an attack roll against a creature if at least one of the lupinal's allies is within 5 feet of the creature and the ally isn't incapacitated.

Speak with Beasts. The lupinal can communicate with beasts as if they shared a language.

Actions

Multiattack. The lupinal makes two melee attacks.

Scimitar. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

Spellcasting. The lupinal casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *alter self, blur, cure wounds* (as a 2nd-level spell), *darkness*
2/day each: *blink, cone of cold, fly*

Howl (1/Day). The lupinal emits a magical howl. Each enemy creature within 300 feet of the lupinal and able to hear the howl must make a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Ethereal Jaunt. The lupinal magically shifts from the Material Plane to the Ethereal Plane, or vice versa.

Two-Weapon Fighting. When the lupinal takes the Attack action or uses Multiattack, it makes one melee weapon attack.

accuracy. When outnumbered, lupinals will cast spells and unleash a howl that can unnerve and terrify their foes.

MUSTEVAL

Mustevals resemble 2-foot tall humanoids with mustelid-like features. They have a slim body covered in soft white fur, with tufted ears, and piercing black eyes. They are charming, very inquisitive, and have a soft spot for literature and the performing arts, particularly dance, music, and theater. Because of their size, natural ability for diplomacy, and magical abilities that help alter or conceal their appearances, mustevals often serve as emissaries and spies.

Crafty Tricksters. Mustevals always try to avoid physical combat. If they find themselves in one though, they use guile, opportunity, and melee attacks mixed with magic to distract their enemies and leaving them open and vulnerable to the mustevals' allies.

MUSTEVAL

Tiny Celestial, typically Neutral good

Armor Class 16 (studded leather)
Hit Points 14 (4d4 + 4)
Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	19 (+4)	12 (+1)	14 (+2)	14 (+2)	16 (+3)

Saving Throws Dex +6, Cha +5
Skills Acrobatics +6, Perception +4, Stealth +8
Damage Resistances cold, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning
Condition Immunities charmed, frightened
Senses truesight 60 ft., passive Perception 14
Languages all
Challenge 2 (450 XP) **Proficiency Bonus** +2

Keen Smell. The musteval has advantage on Wisdom (Perception) checks that rely on smell.

Magic Resistance. The musteval has advantage on saving throws against spells and other magical effects.

Speak with Beasts. The musteval can communicate with beasts as if they shared a language.

ACTIONS

Multiattack. The musteval makes one Dagger attack and casts one spell that takes 1 action to cast.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage. The attack deals an extra 3 (1d6) damage if the musteval has advantage on the attack roll.

Spellcasting. The musteval casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *alter self, detect evil and good, detect magic, vicious mockery*
2/day each: *dissonant whispers, heroism, invisibility*

BONUS ACTIONS

Cunning Action. The musteval takes the Dash, Disengage, or Hide action.

URSINAL

Ursinals resemble 8-foot tall bears with facial expressions that show a kind and intelligent personality. Their bear-like paws are dexterous, allowing them to handle objects as if they have humanoid hands. Ursinals are the scholars and record-keepers of the guardinals, often acting as advisers to leonals. They are the most educated and magically skilled of all guardinals and are often sought for their knowledge of obscure artifacts and legendary locations.

Ursinals disdain physical combat but if physical confrontation is inevitable, they can easily maul their enemies, delivering terrible wounds as a fearsome bear can. Ursinals, however, would rather use their spells during combat.

URSINAL

Large Celestial, typically Neutral good

Armor Class 14 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	18 (+4)	14 (+2)	18 (+4)

Saving Throws Con +7, Int +7, Wis +5
Skills Arcana +7, Investigation +10, Nature +7, Religion +7
Damage Resistances cold, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning
Condition Immunities charmed, frightened
Senses truesight 60 ft., passive Perception 12
Languages all
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Magic Resistance. The ursinal has advantage on saving throws against spells and other magical effects.

Speak with Beasts. The ursinal can communicate with beasts as if they shared a language.

Spell Penetration. When the ursinal casts a spell and is interrupted by an enemy's counterspell, treat the spell's level as 3 levels higher.

ACTIONS

Multiattack. The ursinal makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage and if the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained.

Spellcasting. The ursinal casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *aid, detect evil and good, detect thoughts, light, mage hand, magic missile* (as a 2nd-level spell), *protection from poison*
2/day each: *counterspell, cure wounds* (as a 3rd-level spell), *dispel magic, dimension door, hold monster, locate creature, polymorph*
1/day each: *Bigby's hand, legend lore, divine word, heal*

HAG, BARROW

BARROW HAG (BRUHA)

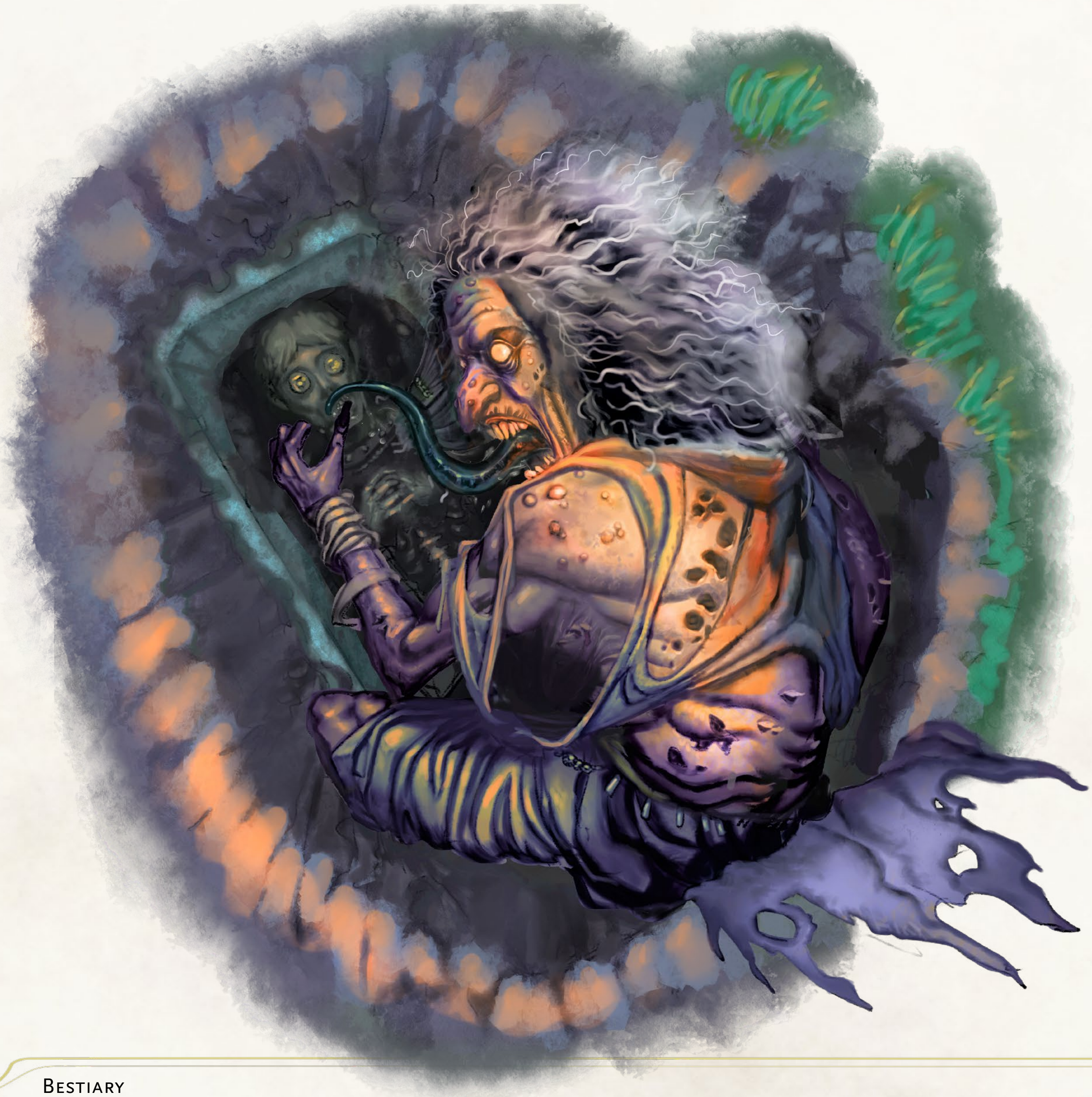
The wretched barrow hag, also known as bruha in other parts of the Realms, looks like an emaciated crone with mottled, dry leathery skin stretched tight over her hunched body. Her horrid head is topped with wild, wiry black and grayish hair. Her hateful eyes look sickly and glazed, and her mouth contains sharp, gnarly yellow teeth and a long, greenish serpentine tongue. The barrow hag exudes a disgusting, overpowering stench that reminds of rotten fish and fruit, sickening those close enough to smell her.

Corpse Eater. As her name suggests, a barrow hag haunts barrows, catacombs, cemeteries, graveyards, and battlefields where decaying corpses are plentiful. She typically makes her lair in a crypt or a network of tunnels underneath where she haunts that is difficult to access. Like a ghoul, she feeds on the decomposing flesh of humanoid corpses, especially that of young ones. She particularly relishes sucking the putrid marrow from the bones, slurping it with her prehensile tongue.

Corpse Collector. If the barrow hag is unable to find a corpse to consume, she will resort to stalking people, prioritizing children and solitary targets. In combat, she relies primarily on her ability to paralyze her prey with her grotesque tongue before finishing it off with her sharp claws. The barrow hag is also an accomplished magic-user, but will only use her spells against more formidable opponents. Once she has slain her prey, she drags its corpse to her lair or in a secluded location where she can bury it in a shallow grave or place it in a large jar or barrel to let it decompose for a few weeks until it is ripe enough for her. The barrow hag typically stores several corpses in varying stages of decay.

Accursed Company. The barrow hag is usually a solitary creature, not wanting to draw attention like a large group can, especially if she has moved in recently to a location near a civilized area, such as a cemetery. However, if she decides she needs help, she can create loyal followers by turning captured humanoids into busos, a type of aswang. These busos become her eyes and ears during the day, providing her with information about the local community and potential prey. The hag also attracts the company of ghouls and ghasts that become subservient to her.

Elder Barrow Hag. The elder barrow hag is an older, ancient version of a barrow hag. She is an accomplished necromancer, and her lair is typically guarded by numerous undead. She is very dangerous when encountered with her minions, as she can unleash a terrible wail that can both panic her foes and stir her undead into a deadly frenzy.



BARROW HAG

Medium Fey, typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 82 (11d8 + 33)
Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	16 (+3)	15 (+2)	13 (+1)	13 (+1)

Skills Deception +3, Perception +3
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Abyssal, Common, Sylvan
Challenge 3 (700 XP) **Proficiency Bonus** +2

Keen Smell. The hag has advantage on Wisdom (Perception) checks that rely on smell.

Loathsome Presence. Any humanoid that starts its turn within 30 feet of the hag and can smell the hag must make a DC 13 Constitution saving throw. On a failed save, the creature spends its action that turn retching and reeling. Humanoids that don't need to breathe or are immune to poison automatically succeed on this saving throw. If a creature's saving throw is successful, the creature is immune to the hag's Loathsome Presence for the next 24 hours.

Aswang Curse (1/Day). A hag can curse an incapacitated humanoid. The hag has to be within 5 feet of the humanoid for at least 5 minutes, after which it expels a shadowy essence from its mouth and transfers it into the target's, afflicting it with the buso aswang curse. The buso acts as the hag's ally. Casting *remove curse*, *greater restoration*, or a similar spell on the target can end the curse. Doing so undoes the changes made to the target by the curse.

ACTIONS

Multiattack. The hag makes two attacks: one with its Claws and one with its Tongue.

Claws. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Tongue. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 7 (2d6) necrotic damage, and the target must succeed a DC 13 Constitution saving throw or become paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Spellcasting. The hag casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At will: *chill touch, mage hand, minor illusion, poison spray*
1/day each: *alter self, charm person, earth tremor, Tasha's hideous laughter, web*

BARROW HAG, ELDER

Medium Fey, typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 161 (19d8 + 76)
Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	18 (+4)	19 (+4)	13 (+1)	13 (+1)

Saving Throws Con +8, Int +8, Wis +5
Skills Deception +5, Perception +5
Damage Resistances necrotic, poison
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Abyssal, Common, Sylvan
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Keen Smell. The hag has advantage on Wisdom (Perception) checks that rely on smell.

Loathsome Presence. Any humanoid that starts its turn within 30 feet of the hag and can smell the hag must make a DC 16 Constitution saving throw. On a failed save, the creature spends its action that turn retching and reeling. Humanoids that don't need to breathe or are immune to poison automatically succeed on this saving throw. If a creature's saving throw is successful, the creature is immune to the hag's Loathsome Presence for the next 24 hours.

Aswang Curse (1/Day). A hag can curse an incapacitated humanoid. The hag has to be within 5 feet of the humanoid for at least 5 minutes, after which it expels a shadowy essence from its mouth and transfers it into the target's, afflicting it with the buso aswang curse. The buso acts as the hag's ally. Casting *remove curse*, *greater restoration*, or a similar spell on the target can end the curse. Doing so undoes the changes made to the target by the curse.

ACTIONS

Multiattack. The hag makes two attacks: one with its Claws and one with its Tongue.

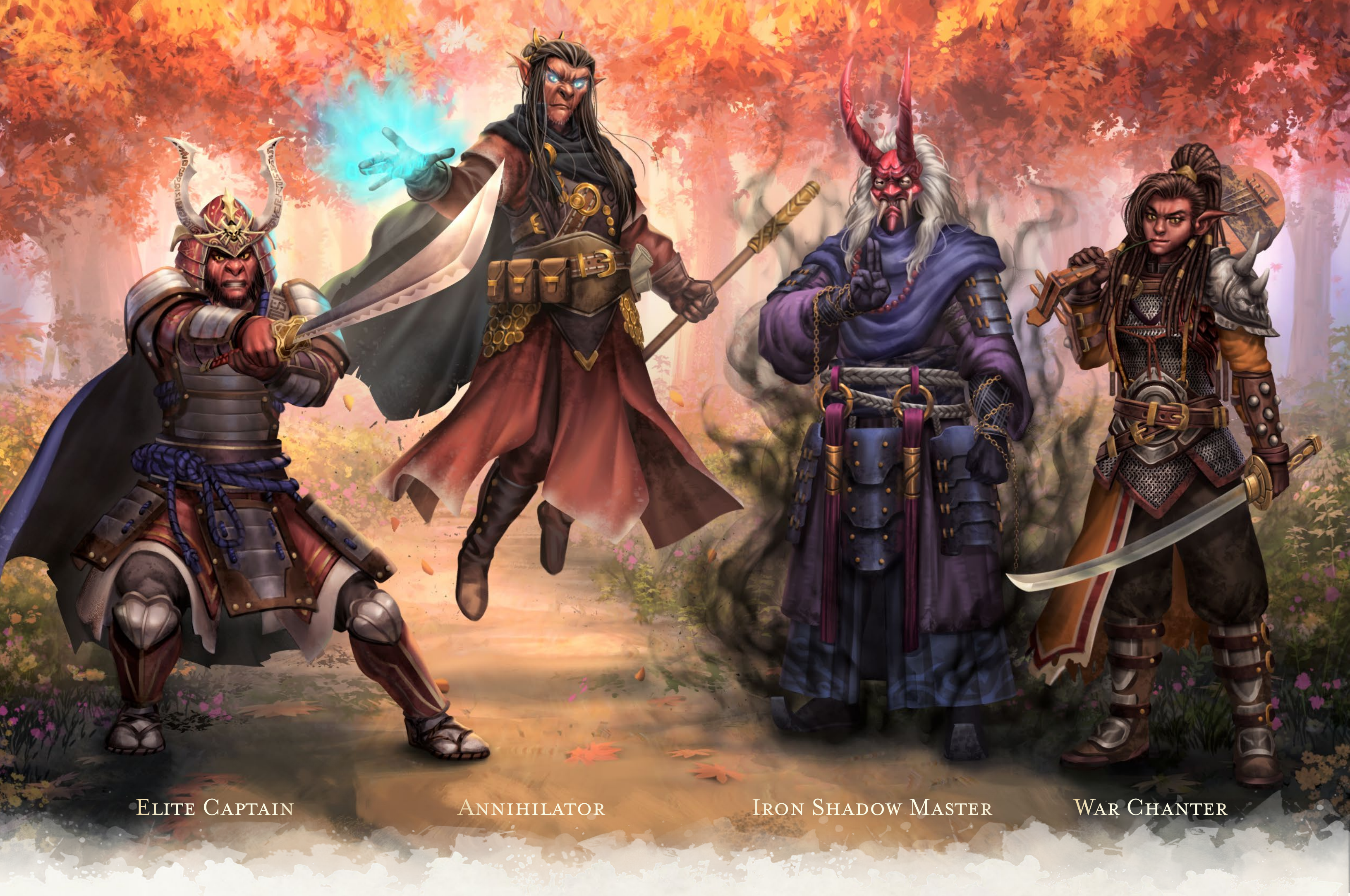
Claws. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Tongue. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 7 (2d6) necrotic damage, and the target must succeed a DC 16 Constitution saving throw or become paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Spellcasting. The hag casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

At will: *chill touch* (3d8), *mage hand, minor illusion, poison spray* (3d12), *prestidigitation*
2/day each: *alter self, charm person, earth tremor, Tasha's hideous laughter, web*
1/day each: *cloudkill, circle of death, create undead*

Haunting Wail (Recharge 6). The hag emits a terrifying wail that frightens foes and incites its undead allies into a frenzy. Each undead ally that is within 60 feet of the hag, can hear the hag, and not already affected by *Haunting Wail* gain advantage on attack rolls and saving throw rolls until the start of the hag's next turn. All other non-undead and non-fiend creatures within 60 feet of the hag must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. While frightened in this way, a creature must take the Dash action and move away from the hag by the safest available route on each of its turns, unless there is nowhere to move, in which case it needn't take the Dash action. If the creature ends its turn in a location where it doesn't have line of sight to the hag, the creature can repeat the saving throw, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's *Haunting Wail* for the next 24 hours.



Hobgoblins

Annihilator

When a hobgoblin devastator demonstrates skill and more than just a natural affinity to evocation magic, it attracts the attention of the magistrates from the Academy of Devastation. Such a gifted individual is plucked from its ranks and is forced to undergo an advanced and more dangerous level of arcane training, exposing them to higher forms of evocation magic. Those that survive the deadly process eventually become annihilators.

Elite Captain

These hobgoblins are highly skilled officers of the goblinoid army. They often lead the most experienced units and can make the best strategic decisions in the heat of battle.

Iron Shadow Assassin

Members of the Iron Shadow that demonstrate a natural talent for stealth and killing are further trained to become assassins. These monks excel in lurking in the shadows and eliminating their targets before their presence is even known.

Iron Shadow Master

The Iron Shadow Master is often the abbot of a monastery that trains Iron Shadow monks. This hobgoblin has undergone decades of martial and magical arts training and can demonstrate supernatural abilities beyond that of a standard iron shadow monk, making it a very dangerous adversary. Its role is to oversee the development of recruits but, on occasion, it may be called upon by its lord to perform secret missions, such as assassinating a powerful target.

War Chanter

War chanters are militant and sometimes fanatical bards that are highly valued by hobgoblin armies for their ability to inspire and push allies to incredible feats of martial prowess and valor. They can also inspire dread amongst enemy ranks.

Warlock of the Legion

These militant warlocks have made pacts with archdevils and are loyal to Maglubiyet. They undergo the same training as devastators in the Academy of Devastation, only because they will ultimately serve in the hobgoblin armies. Only a few survive the dangerous process, though, and this isn't by accident.

HOBGOBLIN ANNIHILATOR

Medium Humanoid (Goblinoid), typically Lawful Evil

Armor Class 13 (studded leather)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	16 (+3)	16 (+3)	13 (+1)	11 (+0)

Saving Throws Int +6, Wis +4
Skills Arcana +6
Senses darkvision 60 ft., passive Perception 11
Languages Common, Goblin
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Arcane Advantage. Once per turn, the hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a damaging spell attack if that target is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

Army Arcana. When the hobgoblin casts a spell that causes damage or that forces other creatures to make a saving throw, it can choose itself and any number of allies to be immune to the damage caused by the spell and to succeed on the required saving throw.

Forceful Magic. When the hobgoblin hits a creature with a damaging spell attack, the target must succeed on a DC 14 Strength saving throw or be pushed up to 5 feet and is knocked prone.

Legendary Resistance (1/Day). If the hobgoblin fails a saving throw, it can choose to succeed instead.

Spell Penetration. When the hobgoblin casts a spell and is interrupted by an enemy's counterspell, treat the spell's level as 3 levels higher.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands, plus 7 (2d6) force damage.

Spellcasting. The hobgoblin casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *fire bolt* (2d10), *green-flame blade* (extra 1d8 melee to target creature and 1d8 + 3 to second creature), *ray of frost* (2d8), *thunderclap* (2d6)
2/day each: *chromatic orb, misty step, scorching ray, shield, thunderwave*
1/day each: *cone of cold, counterspell, fireball, greater invisibility, lightning bolt*

LEGENDARY ACTIONS

The hobgoblin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hobgoblin regains spent legendary actions at the start of its turn.

Move. The hobgoblin moves up to half its speed without provoking opportunity attacks.
Quarterstaff. The hobgoblin makes a Quarterstaff attack.
Cast a Spell (Costs 2 Actions). The hobgoblin uses Spellcasting.

HOBGOBLIN ELITE CAPTAIN

Medium Humanoid (Goblinoid), typically Lawful Evil

Armor Class 17 (half plate)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	14 (+2)

Skills Athletics +6, Intimidation +5
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Legendary Resistance (1/Day). If the hobgoblin fails a saving throw, it can choose to succeed instead.

Martial Advantage. Once per turn, the hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

ACTIONS

Multiattack. The hobgoblin makes two Greatsword attacks.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d6 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

LEGENDARY ACTIONS

The hobgoblin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hobgoblin regains spent legendary actions at the start of its turn.

Move. The hobgoblin moves up to half its speed.
Intimidate Foe. The hobgoblin targets one creature it can see within 30 feet of it. If the target can see and hear the hobgoblin, it must make a DC 13 Wisdom saving throw or become frightened of the hobgoblin until the end of the hobgoblin's next turn.
Tactical Command. The hobgoblin targets one ally it can see within 30 feet of it. If the target can see or hear the hobgoblin, the target can use its reaction to make one melee attack, move up to its speed, or move up to half its speed without provoking opportunity attacks.
Greatsword (Costs 2 Actions). The hobgoblin makes a Greatsword attack.

WARLORD OF NOMOG-GEAYA

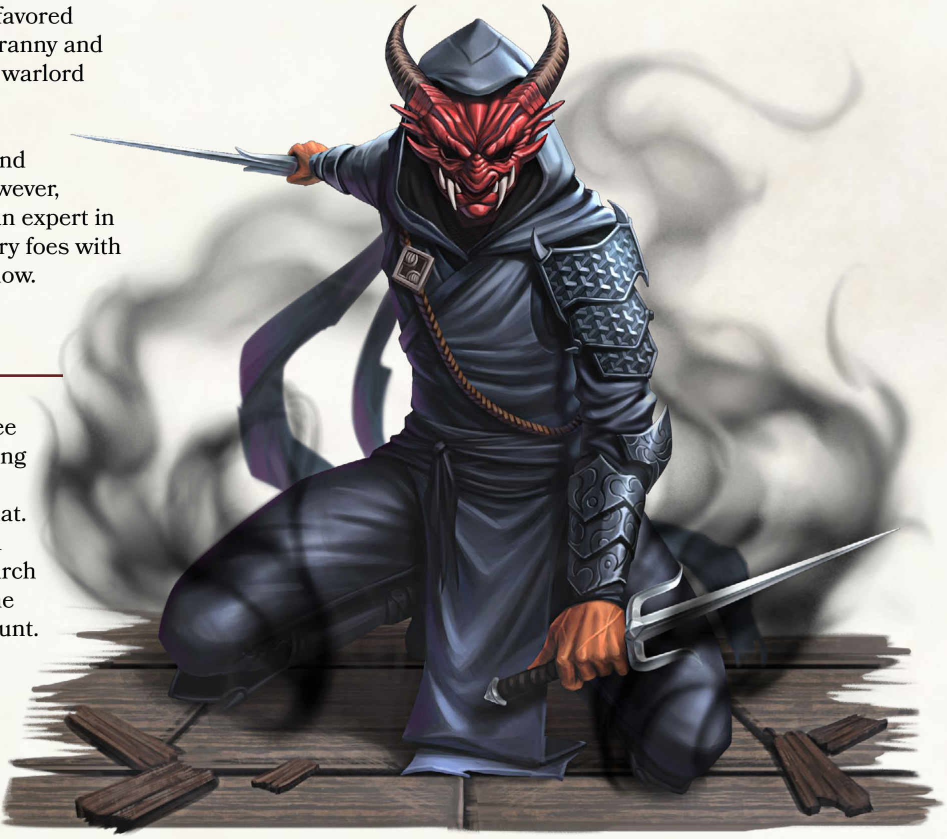
This hobgoblin is a cunning and oppressive general favored by Nomog-Geaya, the ironfisted hobgoblin deity of tyranny and war who serves Maglubiyet in military matters. This warlord commands entire hobgoblin armies with brutal and ruthless efficiency.

In combat, the warlord prefers to direct its troops and watch how its strategies unfold. If forced to fight, however, the warlord is more than just a capable fighter. It is an expert in fighting with a longsword and a handaxe, able to parry foes with either weapon and surprising them with a counter blow.

WYRMLORD OF TIAMAT

Wyrmlords are powerful militant priests who serve Tiamat as her top generals. These hobgoblins oversee military matters and ensures the troops' unquestioning loyalty to the Queen of Dragons.

Wyrmlords are often gifted dragon mounts by Tiamat. Ruling over all wyrmlords is the High Wyrmlord (CR 18), the most favored by Tiamat and head of the Church of Tiamat. Only one such person exists at a time. The High Wyrmlord always has an adult dragon for a mount.



HOBGOBLIN IRON SHADOW ASSASSIN

Medium Humanoid (Goblinoid), typically Lawful Evil

Armor Class 16
Hit Points 90 (12d8 + 36)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	16 (+3)	14 (+2)	11 (+0)

Saving Throws Dex +7, Int +6, Wis +5
Skills Acrobatics +7, Athletics +5, Perception +5, Stealth +10
Senses darkvision 60 ft., passive Perception 15
Languages Common, Goblin
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Assassinate. During its first turn, the hobgoblin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the hobgoblin scores against a surprised creature is a critical hit.

Sneak Attack. Once per turn, the hobgoblin deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the hobgoblin that isn't incapacitated and the hobgoblin doesn't have disadvantage on the attack roll.

Unarmored Defense. While the hobgoblin is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The hobgoblin makes four attacks, two with its Sai and two of which can be an Unarmed Strike or a Dart attack. It can also use Shadow Jaunt once, either before or after one of the attacks.

Sai. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 3 (1d6) poison damage.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage and if the target is a creature, it must succeed on a DC 13 Constitution saving throw or be stunned until the end of the hobgoblin's next turn.

Dart. Ranged Weapon Attack. +7 to hit, range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Spellcasting. The hobgoblin casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 14, +5 to hit with spell attacks):

At will: *booming blade, minor illusion, prestidigitation*
1/day each: *blur, darkness, disguise self, expeditious retreat, shadow blade silent image*

Shadow Jaunt. The hobgoblin magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. It then has advantage on the first melee attack it makes before the end of the turn. Both the space it is leaving and its destination must be in dim light or darkness.

REACTIONS

Uncanny Dodge. The hobgoblin halves the damage that it takes from an attack that hits it. The hobgoblin must be able to see the attacker.

HOBGOBLIN IRON SHADOW MASTER

Medium Humanoid (Goblinoid), typically Lawful Evil

Armor Class 18
Hit Points 104 (16d8 + 32)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	15 (+2)	16 (+3)	16 (+3)	11 (+0)

Saving Throws Con +6, Dex +9, Int +7, Wis +7
Skills Acrobatics +9, Athletics +6, Perception +7, Stealth +13
Senses darkvision 60 ft., passive Perception 17
Languages Common, Goblin
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Legendary Resistance (1/Day). If the hobgoblin fails a saving throw, it can choose to succeed instead.

Spell Penetration. When the hobgoblin casts a spell and is interrupted by an enemy's counterspell, treat the spell's level as 3 levels higher.

Unarmored Defense. While the hobgoblin is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The hobgoblin makes four attacks, each of which can be an Unarmed Strike or a Dart attack. It can also use Shadow Jaunt once, either before or after one of the attacks.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) bludgeoning damage and if the target is a creature, it must succeed on a DC 15 Constitution saving throw or be stunned until the end of the hobgoblin's next turn.

Dart. Ranged Weapon Attack. +9 to hit, range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Spellcasting. The hobgoblin casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *booming blade* (extra 1d8 plus 2d8 if the target moves), *minor illusion, prestidigitation*
2/day each: *blur, darkness, disguise self, expeditious retreat, shadow blade, silent image*
1/day each: *dimension door, greater invisibility, phantasmal killer, summon shadowspawn*

Shadow Jaunt. The hobgoblin magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. It then has advantage on the first melee attack it makes before the end of the turn. Both the space it is leaving and its destination must be in dim light or darkness.

REACTIONS

Uncanny Dodge. The hobgoblin halves the damage that it takes from an attack that hits it. The hobgoblin must be able to see the attacker.

LEGENDARY ACTIONS

The assassin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The assassin regains spent legendary actions at the start of its turn.

Shift. The hobgoblin moves up to half its speed without provoking opportunity attacks.
Attack. The hobgoblin makes a melee or ranged weapon attack.
Cast a Spell (Costs 2 Actions). The hobgoblin uses Spellcasting.

HOBGOBLIN WAR CHANTER

Medium Humanoid (Goblinoid), typically Lawful Evil

Armor Class 16 (chain mail)
Hit Points 60 (11d8 + 11)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	10 (+0)	12 (+1)	16 (+3)

Saving Throws Dex +3, Cha +5
Skills Intimidation +5, Perception +3, Performance +7
Senses darkvision 60 ft., passive Perception 13
Languages Common, Goblin
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

ACTIONS

Multiattack. The goblin makes two Longsword attacks or makes one Longsword attack and casts a spell that has a casting time of 1 action.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Spellcasting. The hobgoblin casts one of the following spells using Charisma as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *booming blade* (extra 1d8 plus 2d8 if the target moves), *minor illusion, vicious mockery* (2d4)
1/day each: *dispel magic, dissonant whispers, enemies abound, healing word, shatter, thunderwave*

Incite Allies (1/Day). Up to three allies within 60 feet of the hobgoblin and can hear the hobgoblin can use its reaction to move up to half its speed and make one melee weapon attack.

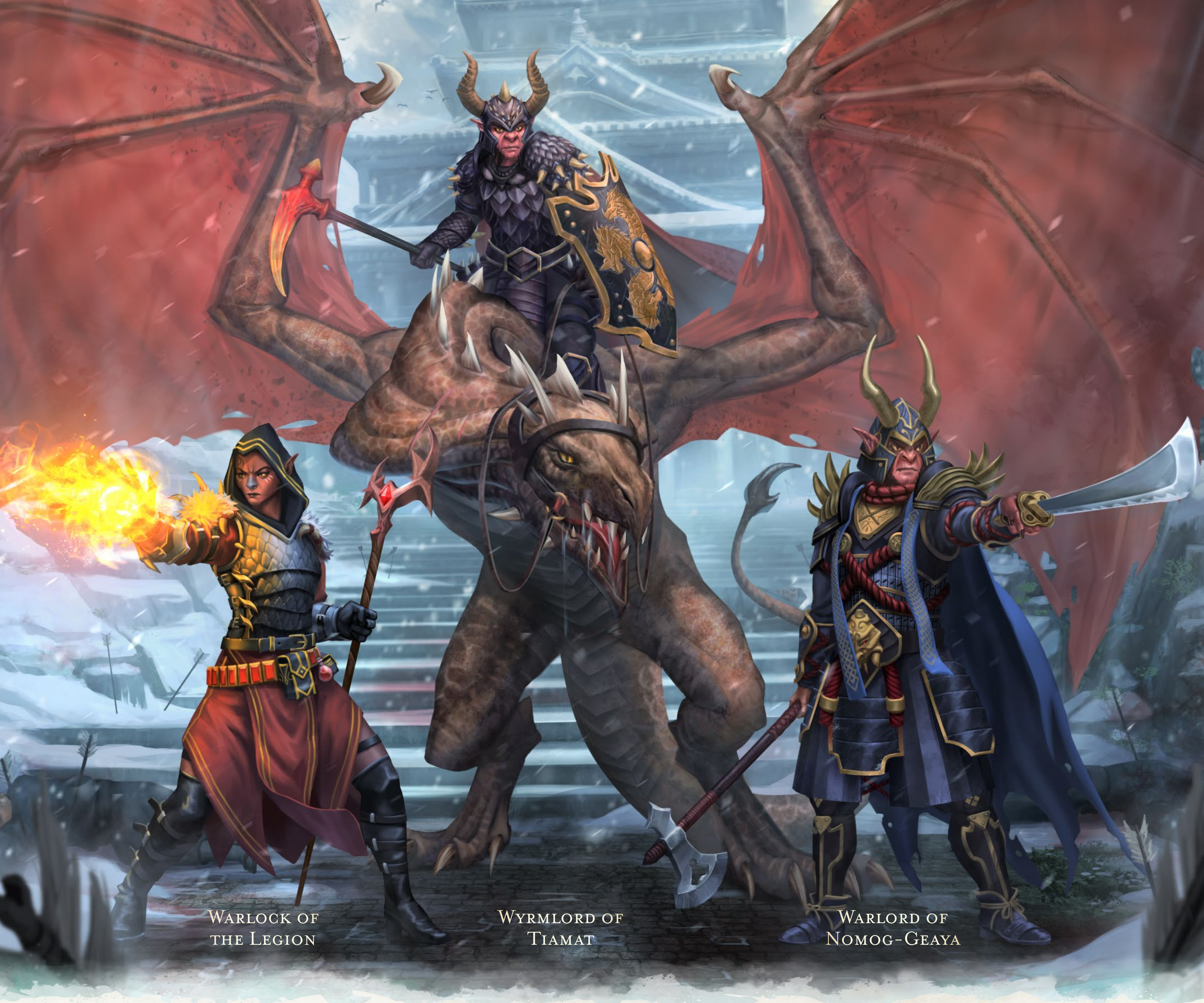
BONUS ACTIONS

War Chant. The hobgoblin performs a war chant that lasts until the start of the hobgoblin's next turn. The hobgoblin can select from one of three effects:

1. Chant of Cunning. Provided the hobgoblin isn't incapacitated, an ally that starts its turn within 30 feet of the hobgoblin and can hear the hobgoblin can take the Dash, Disengage, or Hide action as a bonus action.

2. Chant of Dread. Provided the hobgoblin isn't incapacitated, an enemy that starts its turn within 30 feet of the hobgoblin and can hear the hobgoblin must succeed on a DC 13 Wisdom saving throw or become frightened until the end the start of its next turn. If a creature's saving throw is successful, the creature is immune to the hobgoblin's Chant of Dread for the next 24 hours.

3. Chant of Resolve. Provided the hobgoblin isn't incapacitated, an ally that starts its turn within 30 feet of the hobgoblin and can hear the hobgoblin gains advantage on saving throws against being charmed and frightened until the start of its next turn.



Hobgoblin Warlock of the Legion

Medium Humanoid (Goblinoid), typically Lawful Evil

Armor Class 15 (scale mail)
Hit Points 45 (7d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	13 (+1)	11 (+0)	16 (+3)

Skills Arcana +3, Religion +3
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 3 (700 XP) **Proficiency Bonus** +2

Arcane Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a damaging spell attack if that target is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

Army Arcana. When the hobgoblin casts a spell that causes damage or that forces other creatures to make a saving throw, it can choose itself and any number of allies to be immune to the damage caused by the spell and to succeed on the required saving throw.

Dark One's Own Luck (Recharges after a Short or Long Rest). When the hobgoblin makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Spellcasting. The hobgoblin casts one of the following spells using Charisma as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *eldritch blast* (2 beams, 1d10 + 3), *false life, freedom of movement, mage hand, swordburst* (2d6)
2/day (as 4th-level spells): *burning hands, counterspell, fireball, fire shield, shield, wall of fire*

Hobgoblin Warlord of Nomog-Geaya

Medium Humanoid (Goblinoid), typically Lawful Evil

Armor Class 17 (splint mail)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	12 (+1)	12 (+1)	14 (+2)

Saving Throws Str +6, Con +6
Skills Athletics +6, Intimidation +5
Senses darkvision 60 ft., passive Perception 11
Languages Common, Goblin
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Aura of Tyranny. An ally that is within 30 feet of the hobgoblin and can see and hear the hobgoblin and has less hit points than the hobgoblin has advantage to saving throws against being charmed and frightened, provided that the hobgoblin isn't incapacitated.

Martial Advantage. Once per turn, the hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Multiattack. The hobgoblin makes two attacks: one with its Longsword and one with its Handaxe.

Longsword. *Melee Weapon Attack*: +6 to hit, one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Handaxe. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Rally Allies (1/Day). Up to ten allies within 60 feet of the hobgoblin and can hear the hobgoblin gain advantage to attack rolls and saving throws until the start of the hobgoblin's next turn.

Bonus Actions

Nomog-Geaya's Command. The hobgoblin targets one allied hobgoblin it can see within 30 feet of it. If the target can see or hear the hobgoblin, the target can use its reaction to make one melee attack with advantage on the roll. If the target misses, it takes 5 (1d10) psychic damage.

Reactions

Parry and Counter. The hobgoblin adds 3 to its AC against one melee or ranged weapon attack that would hit it. To do so, it must be able to see the attacker and be wielding a melee weapon. If the attack misses, the hobgoblin can make one melee attack against the attacker if it is within its reach.

Legendary Actions

The hobgoblin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hobgoblin regains spent legendary actions at the start of its turn.

Charge. The hobgoblin moves up to its speed.
Double Attack (Costs 2 Actions). The hobgoblin makes two attacks: one with its Longsword and one with its Handaxe.
Terrify Foes (Costs 1-3 Actions). The hobgoblin targets up to 3 creatures it can see within 30 feet of it. If the target can see and hear the hobgoblin, the target must succeed on a DC 13 Wisdom saving throw or become frightened until the end of the hobgoblin's next turn. A target is paralyzed while frightened in this way. It costs 1 legendary action per target.

Hobgoblin Wyrmlord of Tiamat

Medium Humanoid (Goblinoid), typically Lawful Evil

Armor Class 17 (scale mail, shield)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	12 (+1)	17 (+3)	16 (+3)

Saving Throws Con +7, Int +5, Wis +7
Skills Arcana +5, Intimidation +7, Perception +7, Religion +9
Senses darkvision 60 ft., passive Perception 17
Languages Common, Goblin
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Battle Concentration. The hobgoblin has advantage on Constitution saving throws that it makes to maintain concentration on a spell when it takes damage.

Legendary Resistance (1/Day). If the hobgoblin fails a saving throw, it can choose to succeed instead.

Martial Advantage. Once per turn, the hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Spell Penetration. When the hobgoblin casts a spell and is interrupted by an enemy's counterspell, treat the spell's level as 3 levels higher.

Actions

Multiattack. The hobgoblin makes two War Pick attacks or makes one War Pick attack and casts one spell that takes 1 action to cast.

War Pick. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) fire damage and the target has disadvantage on its next saving throw made against the hobgoblin's spells until the end of the hobgoblin's next turn.

Spellcasting. The hobgoblin casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

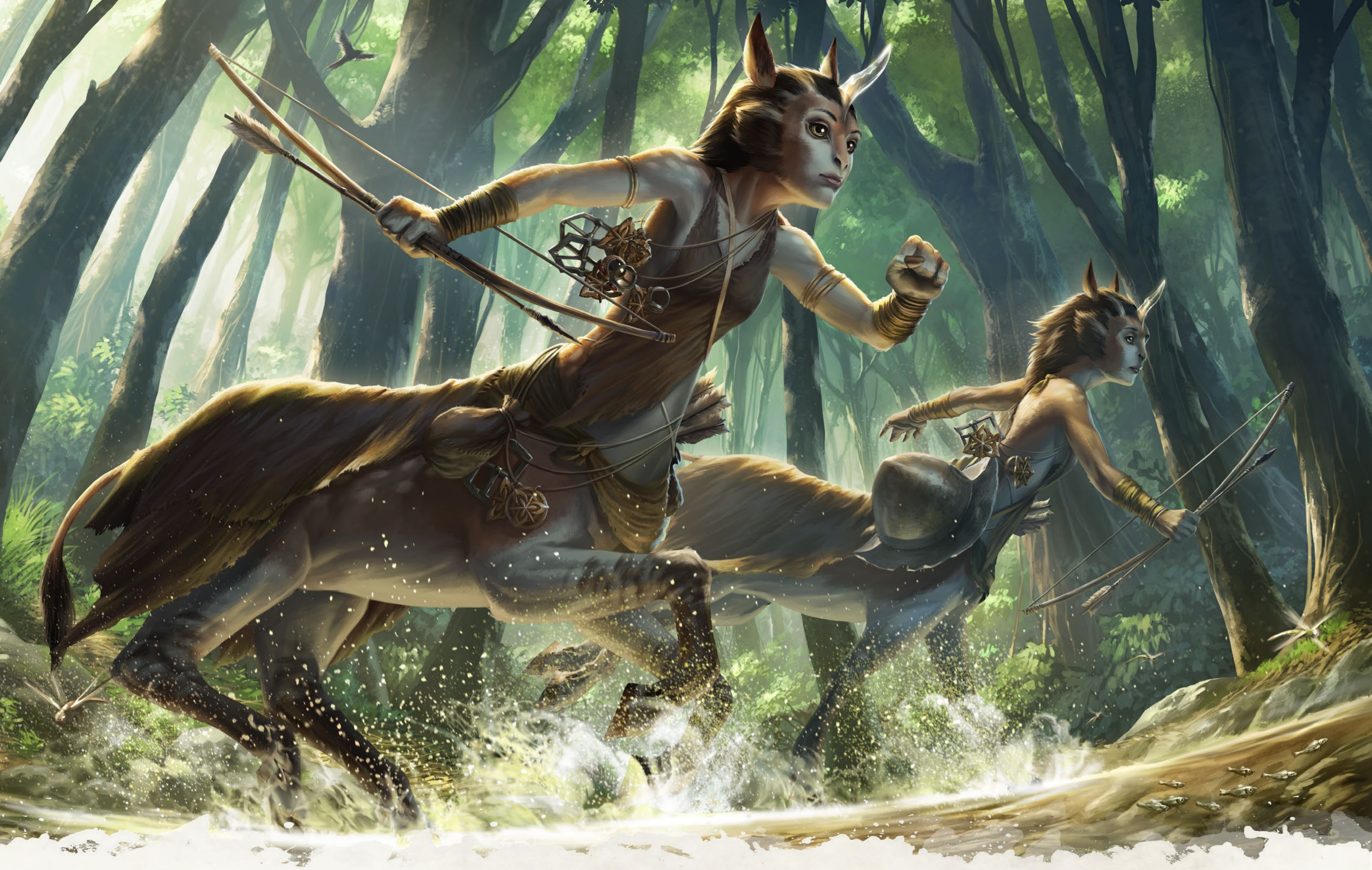
At will: *guidance, resistance, sacred flame* (2d8)*, thaumaturgy, word of radiance* (2d6)
2/day each: *command, chromatic orb, healing word, hold person*
1/day each: *fear, lightning bolt, flame strike, holy weapon*

Tiamat's Breath (1/Day). The hobgoblin chooses an energy type from acid, cold, fire, lightning, or poison. The hobgoblin exhales energy of the chosen type in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 27 (6d8) damage of the chosen damage type on a failed save, or half as much damage on a successful one.

Legendary Actions

The hobgoblin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hobgoblin regains spent legendary actions at the start of its turn.

Move. The hobgoblin moves up to half its speed without provoking opportunity attacks.
War Pick. The hobgoblin makes a War Pick attack.
Cast a Spell (Costs 2 Actions). The hobgoblin uses Spellcasting.



HYBSIL

HYBSIL

The elusive hybsil is fey creature native to both the Feywild and the Material Plane. It resembles a 2-foot tall centaur, except its lower body is that of a small deer. Its light-brown skin bears spots and markings similar to antelopes, and its face shows attractive elven-like features. Male hybsils always feature antlers or horns, while females often grow a single thin horn on their foreheads. Hybsils usually wear simple cloth garments and light armor that allow them to move quietly and without restraint while carrying their weapons.

Crafty Warriors. Hybsils are often hunted and trapped for their antlers and horns, which are said to possess magical qualities and are highly valued by alchemists. artificers, and wizards. Because of this, hybsils have become almost xenophobic and are always suspicious of other humanoid races. They are always vigilant and have become expert archers that rely on hit-and-run tactics. Hybsils coat their arrows with a sleep-inducing poison they brew and extract from a rare forest plant. They also employ spells that allow them to detect hidden traps and dangers, travel undetected, and create distracting illusions. Hybsils hate goblinoids, orcs, and most especially gnolls, which actively hunt them for food and their prized antlers and horns.

Sylvan Tribe. Hybsils are omnivores and live in a wide range of habitats. Most live in forests and woodland areas and tend to be hunter-gatherers. Those that live in plains, savannahs, and tundras undertake long migrations and follow the rains and their prey. Their tribes are well hidden in their chosen territory, building only a few alliances with other friendly races, usually elves and other fey, for protection. They tend to aid those who are lost, starving, or wounded, as long as they aren't perceived as direct threats.

HYBSIL

Small Fey, typically Neutral good

Armor Class 14 (natural armor)
Hit Points 18 (4d6 + 4)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	12 (+1)	13 (+1)	14 (+2)

Skills Athletics +3, Stealth +7, Survival +3
Senses passive Perception 11
Languages Elvish, Sylvan
Challenge 1 (200 XP) **Proficiency Bonus** +2

Magic Resistance. The hybsil has advantage on saving throws against spells and other magical effects.

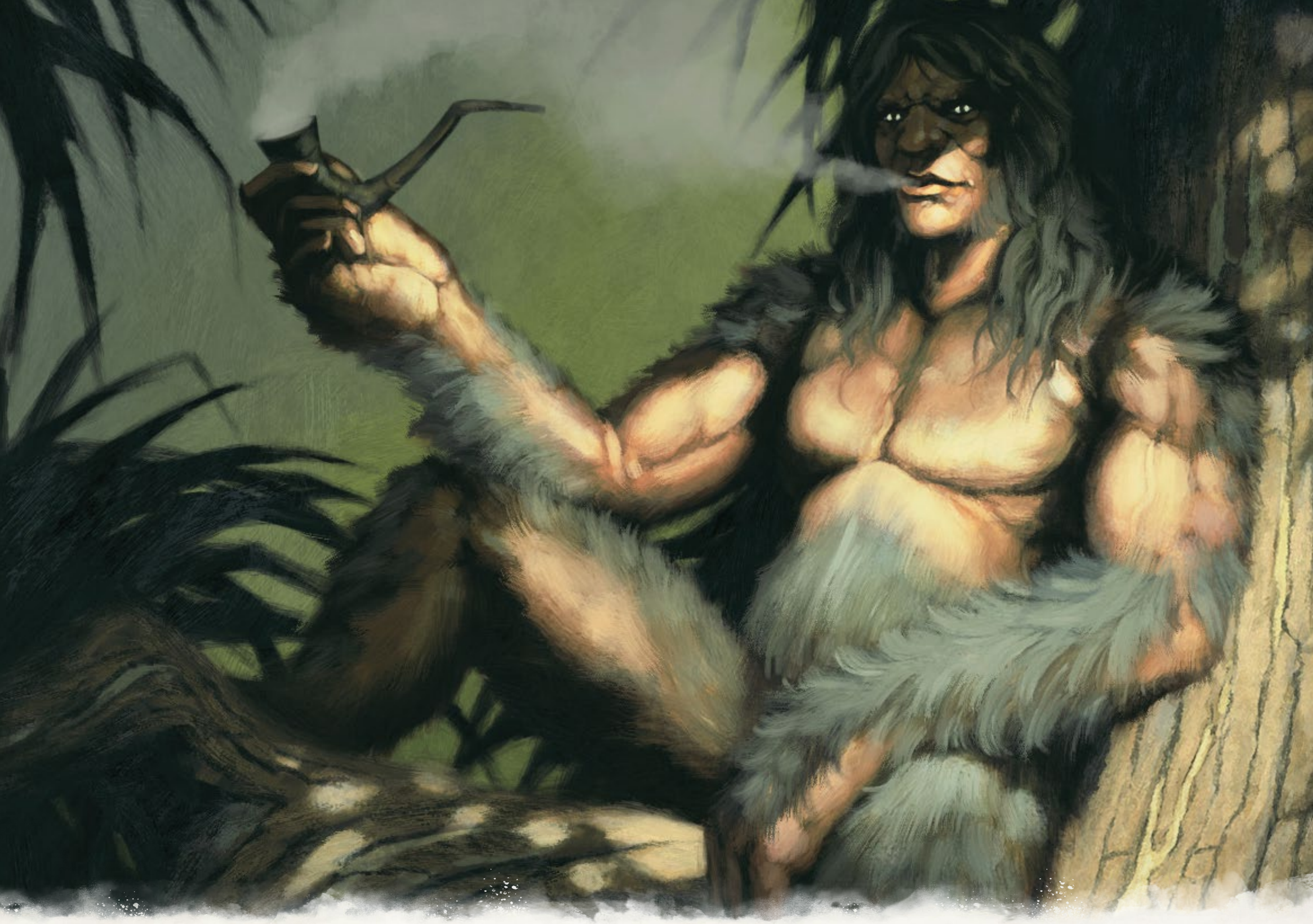
ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Spellcasting. The hybsil casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 12):

At will: *dancing lights, find traps, see invisibility*
1/day each: *jump, mirror image, pass without trace*



KAPRES

KAPRE (KA-PRE)

Sometimes mistaken for a verbeeg or ogre, the kapre is a large fey that resembles a muscular 8-foot tall humanoid with long, wild black hair and yellow eyes that glow in the dark. Thick, wild hair covers most of its muscular body. The kapre prefers not to wear armor, favoring simple fur and leather clothing. It often wields a tree branch as a heavy club.

Treebound. Similar to a dryad, the kapre is bound to its tree. It can emerge from the tree at night and explore the lands around it, but the tree remains as its home. Such a tree grows healthier and more prominent than the other trees around it. The kapre is fiercely territorial and takes umbrage on anyone that would harm or despoil its tree and the area surrounding it. If the tree is destroyed, the kapre becomes insane with rage, attacking the nearest creature it can see until it or the kapre is dead.

Invisible Trickster. At night, one would see fireflies from the kapre's tree. These fireflies are actually embers from the kapre's pipe, accompanied by smoke and the sweet smell of dried tobacco leaves. The kapre does this to possibly lure individuals to its tree. While remaining invisible, it will observe, eavesdrop, or play pranks on them. Those who have fallen victim to the kapre's pranks describe the experience of becoming confused, forgetful, and unable to get away from the tree. From time to time, due to its curiosity or a simple desire for intelligent conversation, the kapre will leave its tree and venture out at night, always in the form of a small beast, such as a cat or dog, hoping that it would attract the attention of someone that would pet it.

Obsessive Stalker. The kapre is fascinated with humans, particularly of the opposite sex. Sometimes, if the kapre finds a person it is observing attractive or interesting, it would reveal its true self. Those that manage to overcome their fears of meeting a kapre and become friends with it describe the kapre as a great storyteller who regales them with funny and wondrous anecdotes from the Feywild. Unfortunately, a kapre also tends to be obsessive. A smitten kapre, if spurned, may resort to stalking the person it desires. The kapre becomes very possessive and protective that any potential suitors of its target are dealt with immediately. These hapless victims soon find themselves suddenly lost, unable to find their way home, and cursed to wander the woods until they starve to death. Eventually, the kapre may become desperate and resort to abducting the object of its affection and bringing it to its Feywild home. There the kapre keeps the kidnapped victim as its slave and prisoner, never letting it go until it dies or it gets tired of it.

Mystifying Smoke. A kapre can be a dangerous adversary in combat. Aside from it being as strong as an ogre, it is a cunning trickster that can curse and distract its foes with its spells. Worse still, the smoke the kapre can exhale can magically distort creatures' perceptions. Anyone caught within it can suffer from a number of different debilitating effects, leaving them vulnerable to the kapre.

Kapre

Large Fey, typically Chaotic Neutral

Armor Class 14 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	12 (+1)	15 (+2)	16 (+3)

Saving Throws Dex +4, Cha +5
Skills Deception +5, Perception +4, Stealth +6
Senses darkvision 60 ft., passive Perception 14
Languages Common, Sylvan
Challenge 3 (700 XP) **Proficiency Bonus** +2

Magic Resistance. The kapre has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The kapre uses Smoke Breath, if available. It then makes two melee attacks or two ranged attacks.

Heavy Club. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Spellcasting. The kapre casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *dancing lights, sleep* (3rd level)*, suggestion, invisibility*
1/day each: *bestow curse, major image*

Smoke Breath (Recharge 5–6). The kapre exhales thick magical smoke in a 20-foot cube. The smoke spreads around corners. Unless noted otherwise, the smoke doesn't obscure vision and lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. The kapre chooses from the following effects:

1. *Bewildering Smoke.* Each creature that enters the smoke or starts its turn there must succeed on a DC 13 Wisdom saving throw or be charmed until the start of the creature's next turn. While charmed in this way, a creature suffers the effect of the *confusion* spell without making a saving throw. The kapre doesn't need to concentrate on the spell.
2. *Obscuring Smoke.* The area of the smoke is heavily obscured. The kapre can see normally while in the smoke.
3. *Stupefying Smoke.* Each creature that enters the smoke or starts its turn there must succeed on a DC 13 Intelligence saving throw. On a failed save, the target has disadvantage on Intelligence, Wisdom, and Charisma ability checks and saving throws until the start of its next turn.

The kapre can only have 1 Smoke Breath effect at a time. If the kapre exhales a new Smoke Breath while a previous one still exists, the previous Smoke Breath immediately dissipates and ends. The kapre is immune to the effects of any kapre's Smoke Breath.

Change Shape. The kapre magically transforms into a humanoid or beast creature that is Medium or Small, while retaining its game statistics (other than its size). This transformation ends if the kapre is reduced to 0 hit points or uses an action to end it.

Kapre Elder

Large Fey, typically Chaotic Neutral

Armor Class 14 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	12 (+1)	15 (+2)	18 (+4)

Saving Throws Dex +5, Wis +5, Cha +7
Skills Deception +7, Perception +5, Stealth +8
Senses darkvision 60 ft., passive Perception 15
Languages Common, Sylvan
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Magic Resistance. The kapre has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The kapre uses Smoke Breath, if available. It then makes three melee attacks or three ranged attacks.

Heavy Club. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Spellcasting. The kapre casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *dancing lights, sleep* (4th level)*, suggestion, invisibility*
2/day each: *bestow curse, enemies abound, major image*
1/day: *hallucinatory terrain*

Smoke Breath (Recharge 5–6). The kapre exhales thick magical smoke in a 30-foot cube. The smoke spreads around corners. Unless noted otherwise, the smoke doesn't obscure vision and lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. The kapre chooses from the following effects:

1. *Bewildering Smoke.* Each creature that enters the smoke or starts its turn there must succeed on a DC 15 Wisdom saving throw or be charmed until the start of the creature's next turn. While charmed in this way, a creature suffers the effect of the *confusion* spell without making a saving throw. The kapre doesn't need to concentrate on the spell.
2. *Mirthful Smoke.* Each creature that enters the smoke or starts its turn there must succeed on a DC 15 Wisdom saving throw or be charmed until the start of the creature's next turn. While charmed, the target falls prone and starts giggling uncontrollably, becoming incapacitated and unable to stand up. A creature with an Intelligence score of 4 or less isn't affected.
3. *Obscuring Smoke.* The area of the smoke is heavily obscured. The kapre can see normally while in the smoke.
4. *Stupefying Smoke.* Each creature that enters the smoke or starts its turn there must succeed on a DC 15 Intelligence saving throw. On a failed save, the target has disadvantage on Intelligence, Wisdom, and Charisma ability checks and saving throws until the start of its next turn.

The kapre can only have 1 Smoke Breath effect at a time. If the kapre exhales a new Smoke Breath while a previous one still exists, the previous Smoke Breath immediately dissipates and ends. The kapre is immune to the effects of any kapre's Smoke Breath.

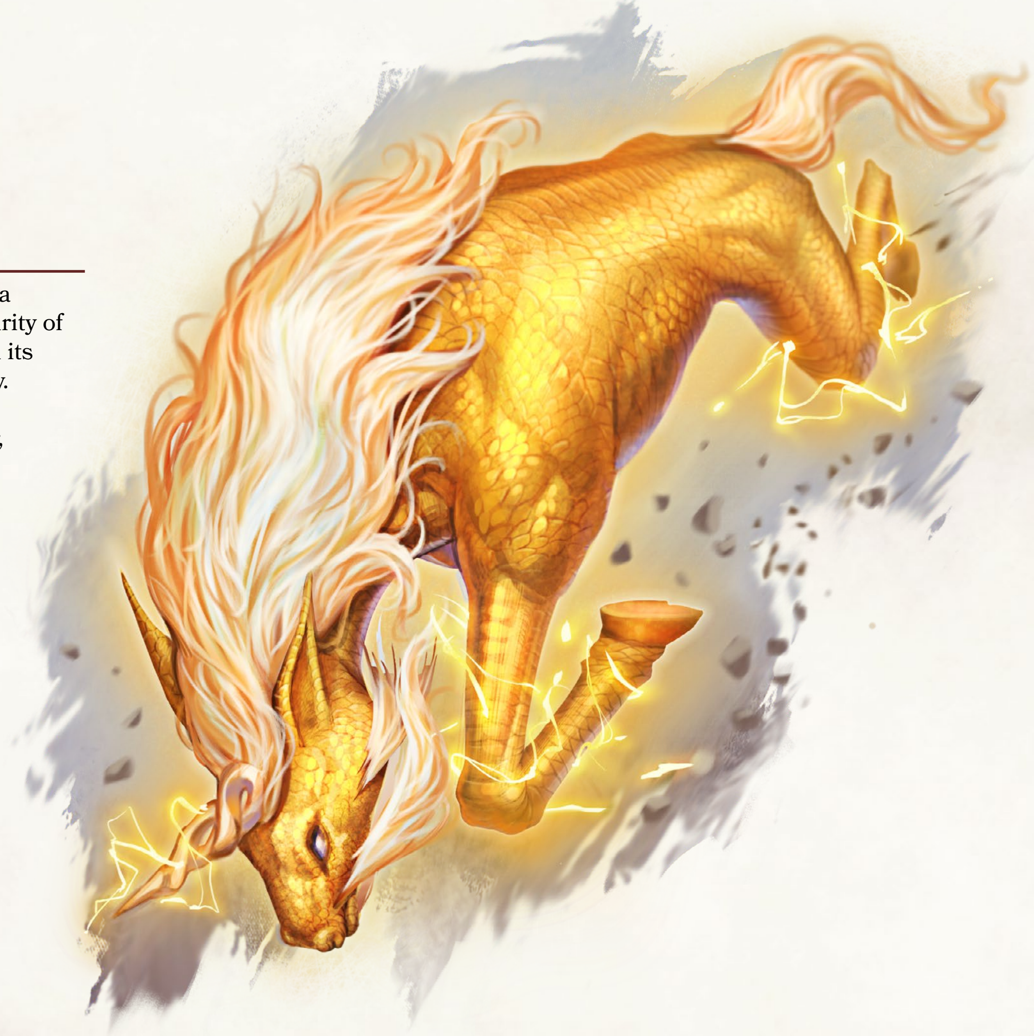
Change Shape. The kapre magically transforms into a humanoid or beast creature that is Medium or Small, while retaining its game statistics (other than its size). This transformation ends if the kapre is reduced to 0 hit points or uses an action to end it.

KI-RIN

KI-RIN FOAL

A ki-rin foal is an adolescent ki-rin the size of a horse. While it lacks the experience and maturity of its adult kin, it more than makes up for it with its youthful inquisitiveness and boundless energy.

A ki-rin foal is often in the company of its parents, who carefully watch over it. However, due to its adventurous spirit, the ki-rin foal occasionally slips away from the care of its guardians to escape into the Outer Planes and the Material Plane. Because of its impressionable nature, the ki-rin tends to find itself in the company of strangers it finds interesting, such as good-natured adventurers on a quest, and inadvertently exposes it to unnecessary danger.



KI-RIN FOAL

Large Celestial, typically Lawful Good

Armor Class 19 (natural armor)
Hit Points 67 (9d10 + 18)
Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	17 (+3)	16 (+3)	16 (+3)

Skills Perception +6, Religion +6
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16
Languages all, telepathy 120 ft.
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Magic Resistance. The ki-rin has advantage on saving throws against spells and other magical effects.

Magic Weapons. The ki-rin's weapon attacks are magical.

ACTIONS

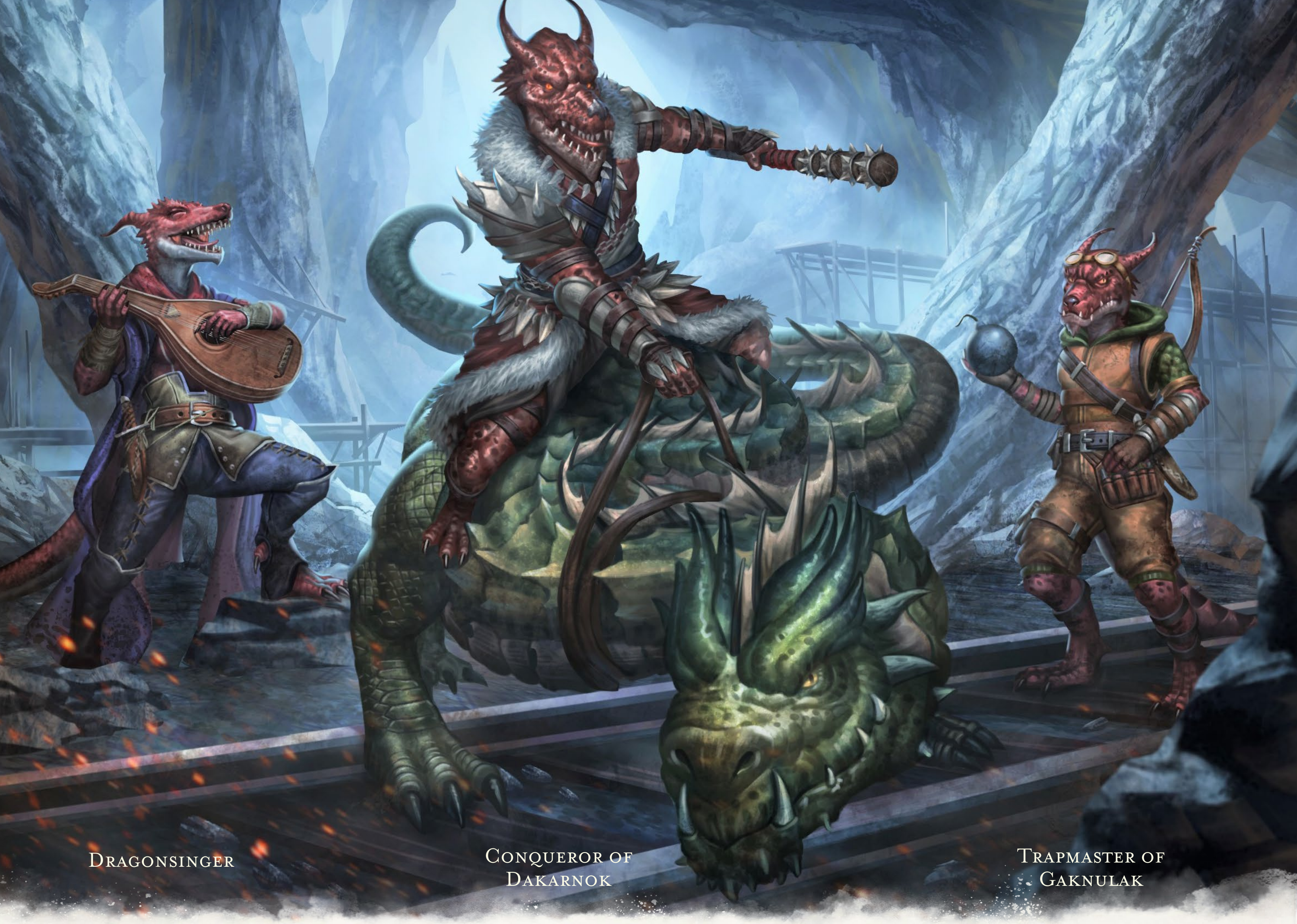
Multiattack. The ki-rin makes two Hoof attacks and one Horn attack.

Hoof. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Horn. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Spellcasting. The ki-rin casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *gaseous form, light, sacred flame* (2d8)*, major image, spare the dying, thaumaturgy, wind walk*
1/day each: *banishment, cure wounds, create food and water, dispel magic, freedom of movement, guardian of faith*



KOBOLDS

CONQUEROR OF DAKARNOK

This cruel kobold is a favored paladin of Dakarnok, the kobold deity of pillaging and raiding. The conqueror of Dakarnok leads kobold war parties in lightning sorties against nearby surface humanoid settlements. The conqueror seeks to plunder its target's resources and capture as many prisoners as it can that will be sold later as slaves to other Underdark races, such as drow or duergar.

DRAGONSINGER

The dragonsinger is a rare kobold trained in bardic magic and is skilled in the performing arts. It has a knack for befriending and conversing with dragons without getting eaten. It can also play music that inspires its allies or frighten its foes. The dragonsinger often serves as the kobold king's court jester and minstrel.

WAR LEADER OF KURTULMAK

Kurtulmak is the chief deity of the kobolds and is a god of mining and warfare. His favored champions are called war leaders, known for their charisma, fanaticism, and ingenuity in combat tactics. Their unnatural ferocity, which inspires their allies, makes them and any kobold warband they lead highly dangerous.

TRAPMASTER OF GAKNULAK

The devious trapmaster is a kobold specialist favored by Gaknulak, the kobold deity of traps, trickery, and protection. The trapmaster is a master thief that specializes in crafting booby traps. It is so skilled in setting traps that it can do so effortlessly, even during combat. It always carries grenades that it only uses if it can hit at least two targets with it.

URD BATLORD OF KURAULYEK

Kuraulyek is the patron deity of urds and bats. His favored urds are known as batlords, cunning rangers who can summon and command bats, often using them as mounts as they patrol and hunt in the Underdark. Batlords attack with their special daggers, which can drain the life force of the targets they hit with it.

URD WARLOCK OF THE FIEND

These rare kobolds have made pacts with the fiendish nature of Tiamat, allowing them to cast powerful spells that is normally beyond a kobold's capabilities.

KOBOLD CONQUEROR OF DAKARNOK

Small Humanoid (Kobold), typically Lawful Evil

Armor Class 16 (scale mail)
Hit Points 45 (10d6 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	8 (-1)	8 (-1)	14 (+2)

Saving Throws Str +4, Con +3
Skills Athletics +4, Intimidation +4
Senses darkvision 60 ft., passive Perception 9
Languages Common, Draconic
Challenge 3 (700 XP) **Proficiency Bonus** +2

Aura of Conquest. If the kobold isn't incapacitated, a creature frightened of the kobold that starts its turn within 30 feet of the kobold takes 3 (1d6) psychic damage and has its speed is reduced to 0.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The kobold makes two Spiked Club attacks.

Spiked Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning plus 2 (1d4) piercing damage. If the target is a creature, it must succeed on a DC 12 Wisdom saving throw or be frightened until the end of the kobold's next turn.

Spellcasting. The kobold casts one of the following spells using Charisma as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

1/day each: *aid, cause fear, divine favor, heroism, hold person, spiritual weapon* (spiked club)

Order of Dakarnok (1/Day). Each ally within 30 feet of the kobold gain advantage to their first attack roll until the start of the kobold's next turn. Each enemy within 30 feet of the kobold must succeed on a DC 12 Wisdom saving throw or be frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BONUS ACTIONS

Demoralizing Smite (2/Day). When the kobold hits a creature with a weapon attack, it deals an extra 9 (2d8) psychic damage to the target. Additionally, the target has disadvantage on saving throws made against being frightened until the end of the kobold's next turn.

LEGENDARY ACTIONS

The kobold can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The kobold regains spent legendary actions at the start of its turn.

Charge. The kobold moves up to its speed.

Command Kobold. The kobold targets one allied kobold it can see within 30 feet of it. If the target can see or hear the kobold, the target can use its reaction to make one melee attack or move up to its speed.

Cast a Spell (Costs 2 Actions). The kobold uses Spellcasting.

Spiked Club (Costs 2 Actions). The kobold makes a Spiked Club attack.

KOBOLD DRAGONSINGER

Small Humanoid (Kobold), typically Lawful Evil

Armor Class 15 (studded leather)
Hit Points 36 (8d6 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	12 (+1)	8 (-1)	7 (-2)	15 (+2)

Saving Throws Dex +5, Cha +4
Skills Deception +6, Performance +4, Persuasion +6, Stealth +5
Senses darkvision 60 ft., passive Perception 8
Languages Common, Draconic
Challenge 2 (450 XP) **Proficiency Bonus** +2

Dragon's Friend. The kobold has advantage on Charisma (Persuasion) checks made to interact with dragons.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit*: 5 (1d4 + 3) piercing damage.

Sling. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Spellcasting. The kobold casts one of the following spells using Charisma as the spellcasting ability (spell save DC 12):

At will: *minor illusion, thunderclap, vicious mockery* (2d4)
1/day each: *dissonant whispers, earth tremor, major image, stinking cloud, thunderwave*

BONUS ACTIONS

Dragonsong. As a bonus action, the kobold can perform a song that lasts until the start of the kobold's next turn. The kobold can select from one of three effects:

1. Song of Dragon's Might. Provided the kobold isn't incapacitated, any ally that starts its turn within 30 feet of the kobold and can hear the kobold gains advantage on melee attack rolls and Strength ability checks until the start of its next turn.

2. Song of Dragon's Fortitude. Provided the kobold isn't incapacitated, any ally that starts its turn within 30 feet of the kobold and can hear the kobold gains advantage on saving throws until the start of its next turn.

3. Song of Dragon's Presence. Provided the kobold isn't incapacitated, an enemy that starts its turn within 30 feet of the kobold and can hear the kobold must succeed on a DC 12 Wisdom saving throw or become frightened until the end the start of its next turn. If a creature's saving throw is successful, the creature is immune to the kobold's Song of Dragon's Presence for the next 24 hours.

Kobold Trapmaster of Gaknulak

Small Humanoid (Kobold), typically Lawful Evil

Armor Class 15 (studded leather)
Hit Points 45 (10d6 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	12 (+1)	16 (+3)	8 (-1)	8 (-1)

Saving Throws Dex +5, Int +5, Wis +1
Skills Deception +1, Perception +1, Sleight of Hand +7, Stealth +7
Senses darkvision 60 ft., passive Perception 11
Languages Common, Draconic
Challenge 3 (700 XP) **Proficiency Bonus** +2

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sneak Attack (1/Turn). The kobold deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the kobold that isn't incapacitated and the kobold doesn't have disadvantage on the attack roll.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 3 (1d6) poison damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) poison damage.

Hurl Grenade (3/Day). The kobold hurls a grenade at a point within 30 feet of it. Each creature in a 10-foot-radius sphere centered on that point must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

Spellcasting. The kobold casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *fire bolt* (2d10), *mending*
1/day each: *arcane lock, flaming sphere, grease, snare, web*

Set Trap (5/Day). The kobold can discretely place a mechanical trap of its choice (see below) on a surface (such as a section of floor, a wall, a staircase, or a table) or within an object that can be closed to conceal the trap (such as a chest, door, or window) within 5 feet of it. If it is a surface, the trap can cover an area of the surface no larger than 10 feet in diameter.

The trap is hidden, requiring a DC 13 Intelligence (Investigation) to find it or a DC 13 Wisdom (Perception) check to spot it.

For traps placed on a surface, the trap is triggered when a surface within the area is touched or stepped on, removing another object covering it, or manipulating an object that holds it. For traps within an object, the trap is triggered when the object is opened or manipulated.

When the kobold lays a trap, it chooses from one of the following options below for its effect. Once triggered, each creature within 10 feet of the trap is targeted by its effect, unless specified otherwise.

1. Bear Trap. This trap can only be placed on a ground surface and only the creature that triggered it as affected. The target must make a DC 13 Strength saving throw. On a failed save, a creature takes 10 (4d4) piercing damage and is restrained. The creature can make a DC 13 Strength (Athletics) check to escape the trap. If the check fails, the target takes 2 (1d4) piercing damage. Until the creature regains all of its hit points, its walking speed is reduced by half.

2. Flare Blast. Each target must make a DC 13 Wisdom saving throw or be blinded for 1 minute.

3. Explosive Blast. Each target must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage and 7 (2d6) piercing damage on a failed save, or half as much damage on a successful save.

4. Poison Gas. Each target must make a DC 13 Constitution saving throw or become poisoned for 1 minute.

5. Stink Cloud. The trap creates a 15-foot radius sphere of green, nauseating gas centered on the trap which lasts for 1 minute. The sphere spreads around corners, and its area is heavily obscured. Each target within the cloud must make a DC 13 Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after I round.

Bonus Actions

Cunning Action. The kobold can takes the Dash, Disengage, or Hide action.

Legendary Actions

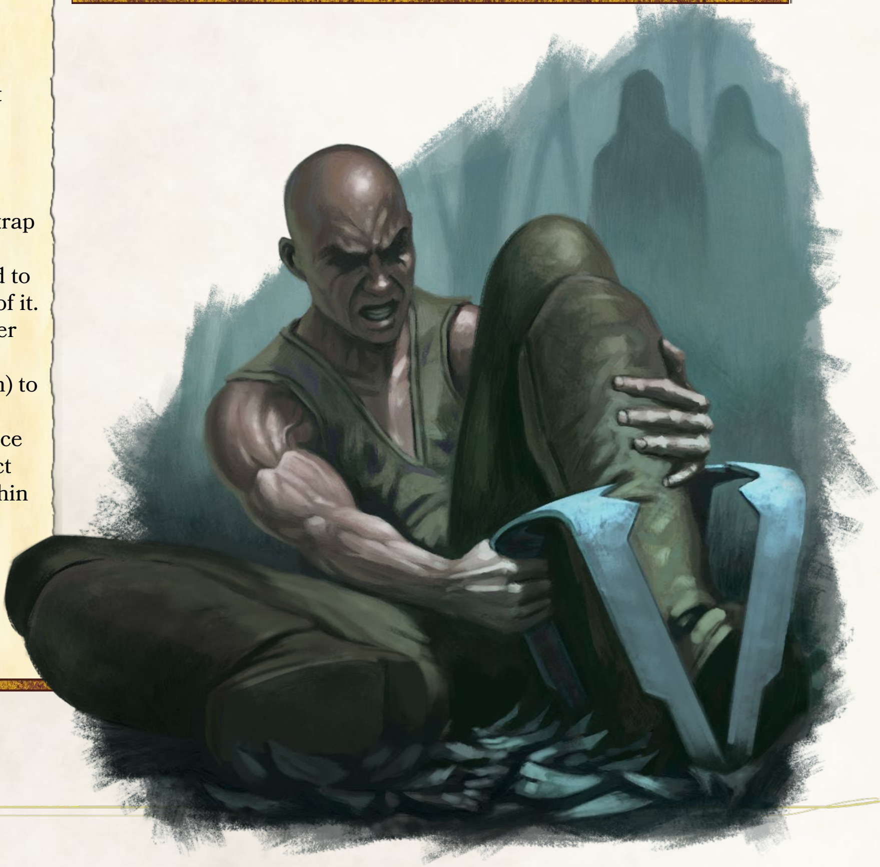
The kobold can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The kobold regains spent legendary actions at the start of its turn.

Move. The kobold moves up to half its speed without provoking opportunity attacks.

Cast Magical Trap. The kobold casts *grease*, *snare*, or *web*.

Attack (Costs 2 Actions). The kobold makes a melee or ranged attack.

Set Trap (Costs 2 Actions). The kobold uses Set Trap, if available.



Kobold War Leader of Kurtulmak

Small Humanoid (Kobold), typically Lawful Evil

Armor Class 16 (scale mail)
Hit Points 71 (13d6 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	8 (-1)	12 (+1)	12 (+1)

Saving Throws Str +4, Con +4
Skills Athletics +4, Intimidation +3, Stealth +4
Senses darkvision 60 ft., passive Perception 11
Languages Common, Draconic
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Lead the Charge. If the kobold moves at least 15 feet straight toward a creature and then hits it with a melee attack on the same turn during the first round of combat, the kobold can target up to four allied kobolds within 60 feet of it that can hear it. Each target can use their reaction to move up to their speed.

Legendary Resistance (1/Day). If the kobold fails a saving throw, it can choose to succeed instead.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The kobold makes two Spear attacks.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack, plus 7 (2d6) poison damage. If the target is a creature, it must also succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. Until this poison ends, the creature is paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Kurtulmak's Divine Fury (Recharges after a Long Rest). The kobold magically infuses its attacks with divine energy. For 1 minute, the first creature the kobold hits on each of its turns with a weapon attack takes 9 (1d6 + 6) necrotic damage.

Zealous Presence (Recharges after a Short or Long Rest). The kobold unleashes a battle cry infused with divine energy. Up to ten other creatures of its choice within 60 feet of it that can hear it gain advantage on attack rolls and saving throws until the start of its next turn.

Legendary Actions

The kobold can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The kobold regains spent legendary actions at the start of its turn.

Charge. The kobold moves up to its speed.

Command Kobold. The kobold targets one allied kobold it can see within 30 feet of it. If the target can see or hear the kobold, the target can use its reaction to make one melee attack or move up to its speed.

Kurtulmak's Glare. The kobold targets a creature it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 11 Wisdom saving throw or be frightened of the kobold until the end of kobold's next turn.

Urd Batlord of Kuraulyek

Small Humanoid (Kobold), typically Lawful Evil

Armor Class 14 (studded leather)
Hit Points 40 (9d6 + 9)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	12 (+1)	8 (-1)	14 (+2)	8 (-2)

Saving Throws Str +1, Dex +4
Skills Animal Handling +4, Perception +4, Survival +4
Senses darkvision 60 ft., passive Perception 14
Languages Common, Draconic
Challenge 3 (700 XP) **Proficiency Bonus** +2

Kuraulyek's Tongue. The kobold can communicate with ordinary bats and giant bats.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The kobold makes two melee attacks or two ranged attacks.

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit*: 4 (1d4 + 2) piercing damage and if the target is a creature, it takes 3 (1d6) necrotic damage and the kobold regains hit points equal to half the amount of necrotic damage dealt.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Spellcasting. The kobold casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability:

1/day each: *beast bond, beast sense*

Bonus Actions

Command Bat. The kobold targets one allied beast (bat types only) it can see within 30 feet of it. If the target can see or hear the kobold, the target can use its reaction to move up to half their speed and make one melee attack.

Summon Bat (Recharges after a Short or Long Rest). The kobold summons 3d6 bats, 1 giant bat, or 1 swarm of bats. The bats appear in unoccupied spaces within 30 feet of the kobold and acts as its allies. The bats act right after the kobold on the same initiative count and fight until they're destroyed. They remain for 1 hour, until they or the kobold dies, or until the kobold dismisses them as an action.

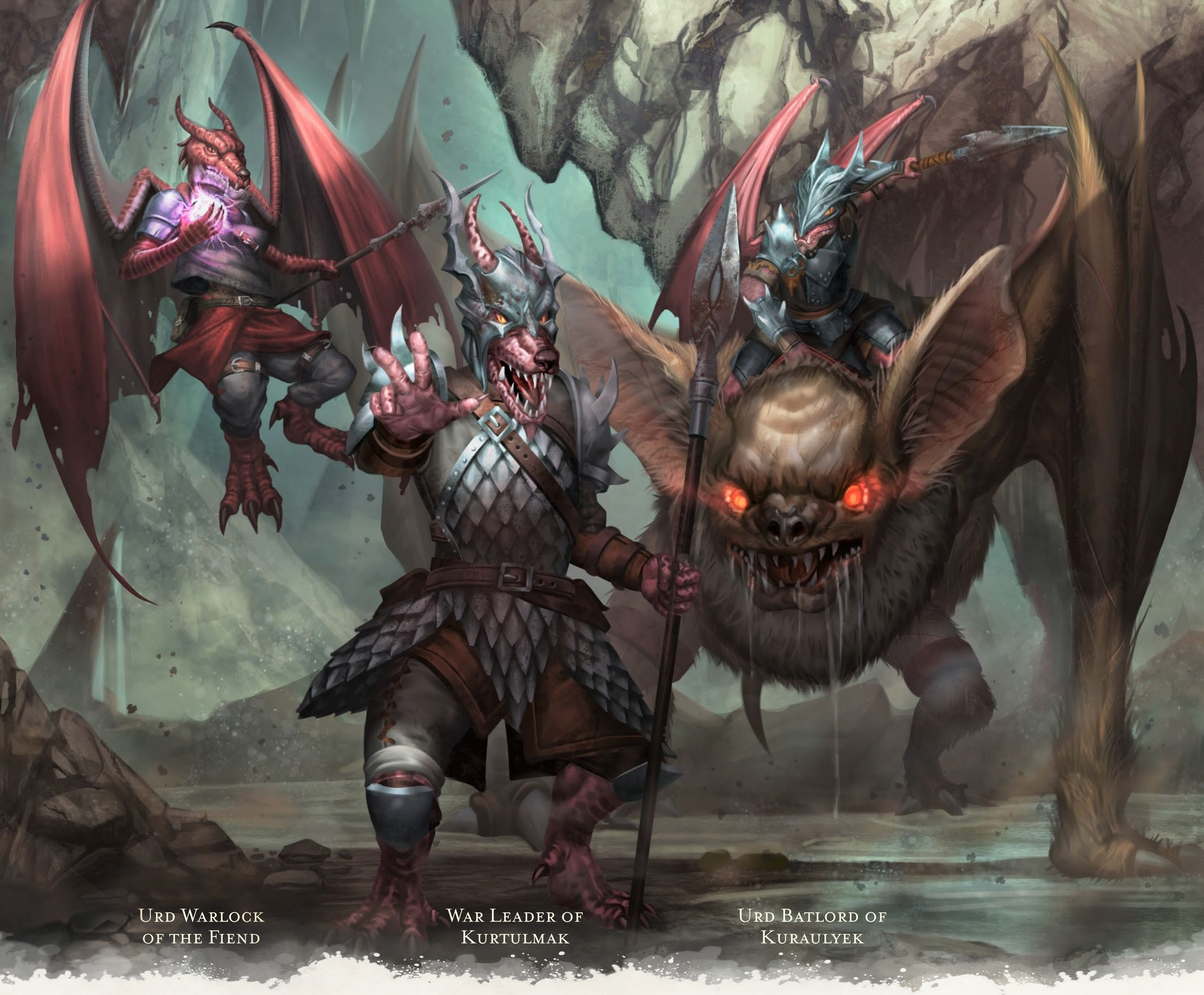
Legendary Actions

The kobold can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The kobold regains spent legendary actions at the start of its turn.

Charge. The kobold moves up to its speed.

Javelin. The kobold makes a Javelin attack.

Dagger (Costs 2 Actions). The kobold makes a Dagger attack.



Urd Warlock of the Fiend

Small Humanoid (Kobold), typically Lawful Evil

Armor Class 14 (studded leather)
Hit Points 40 (9d6 + 9)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	12 (+1)	10 (+0)	7 (-2)	15 (+2)

Skills Arcana +2, Religion +2
Senses darkvision 60 ft., passive Perception 8
Languages Common, Draconic
Challenge 3 (700 XP) **Proficiency Bonus** +2

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Dark One's Own Luck (Recharges after a Short or Long Rest). When the kobold makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

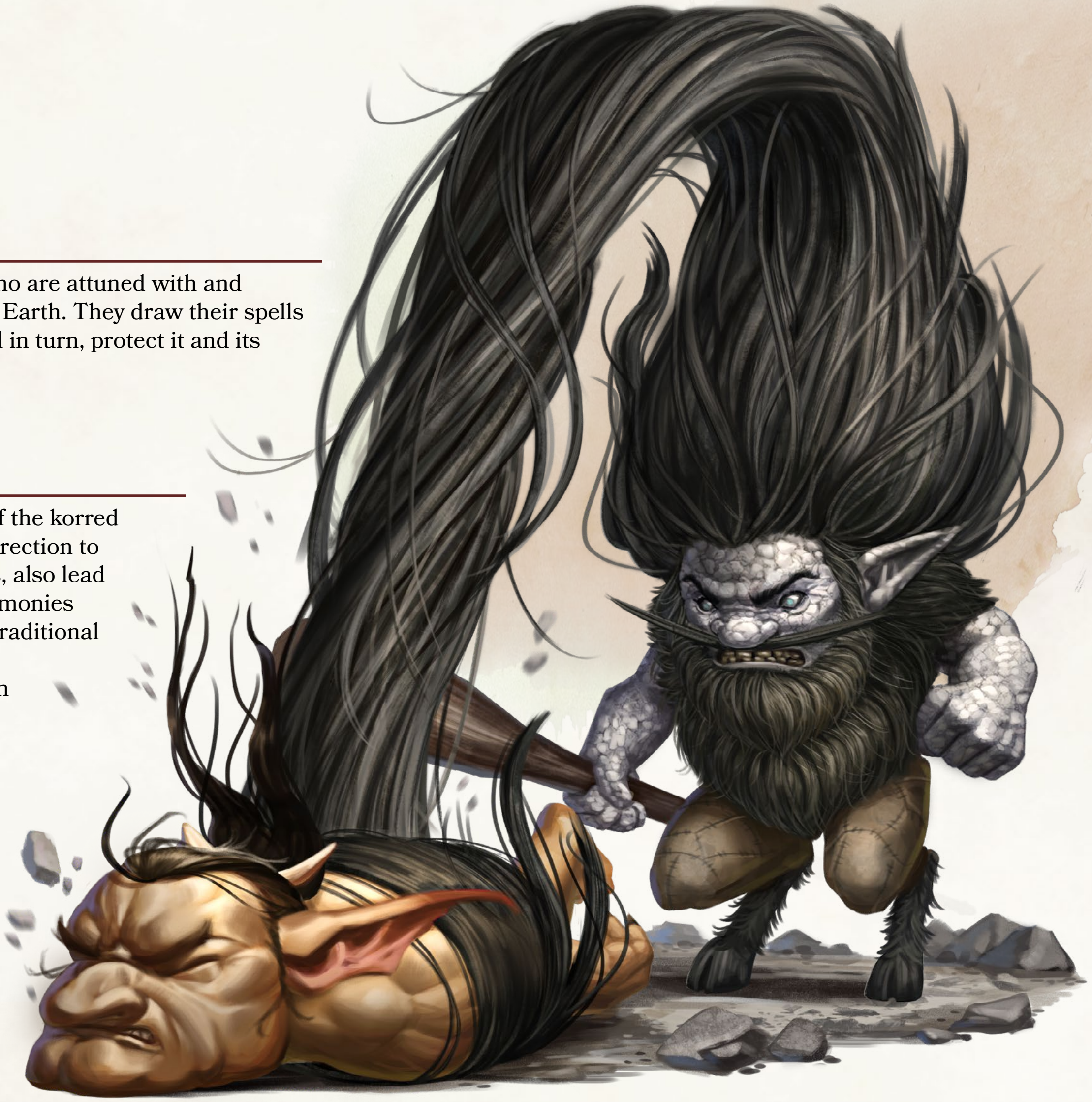
Actions

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Spellcasting. The kobold casts one of the following spells using Charisma as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At will: *eldritch blast* (2 beams, 1d10 + 2), *false life, mage hand, silent image, thunderclap* (2d6)
2/day (as 3rd-level spells): *blindness/deafness, burning hands, counterspell, fireball, scorching ray, stinking cloud*

KORRED



KORRED DRUID

These rare korreds are shamans who are attuned with and reverent to the Elemental nature of Earth. They draw their spells and power from the earth itself, and in turn, protect it and its natural inhabitants.

KORRED ELDER

The korred elders are the leaders of the korred community. They give advice and direction to the rest of the korreds and, at times, also lead them in battles. They organize ceremonies such as the Father of the Dance, a traditional worship ceremony to Tappan the Undying, the korred god, in the form of a dance.

YOUNG KORRED

Young korreds are boisterous, curious, and fearful of intruders. They enjoy playing pranks and setting traps, often targeting humanoid strangers who stray near to their territory.

KORRED DRUID

Small Fey, typically Chaotic Neutral

Armor Class 17 (natural armor)
Hit Points 119 (14d6 + 70)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	20 (+5)	10 (+0)	17 (+3)	9 (-1)

Skills Perception +6, Survival +6, Stealth +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 16
Languages Dwarvish, Gnomish, Sylvan, Terran, Undercommon
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Stone Camouflage. The korred has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The korred makes two attacks with its Greatclub or hurls two Rocks.

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage, or 18 (3d8 + 5) bludgeoning damage if the korred is on the ground.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/120 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage, or 23 (4d8 + 5) bludgeoning damage if the korred is on the ground.

Spellcasting. The korred casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *commune with nature, druidcraft, meld into stone, produce flame* (2d8), *stone shape*
1/day each: *conjure elemental* (as 6th-level spell; galeb duhr, gargoyle, earth elemental, or xorn only), *dispel magic, earth tremor, earthbind, erupting earth, heat metal, lightning bolt, meld into stone, Otto's irresistible dance, spike growth*

BONUS ACTIONS

Command Hair. The korred has at least one 50-foot-long rope woven out of its hair. The korred commands one such rope within 30 feet of it to move up to 20 feet and entangle a Large or smaller creature that the korred can see. The target must succeed on a DC 13 Dexterity saving throw or become grappled by the rope (escape DC 13). Until this grapple ends, the target is restrained. The korred can use a bonus action to release the target, which is also freed if the korred dies or becomes incapacitated.

A rope of korred hair has AC 20 and 20 hit points. It regains 1 hit point at the start of each of the korred's turns while it has at least 1 hit point and the korred is alive. If the rope drops to 0 hit points, it is destroyed.

Korred Elder

Small Fey, typically Chaotic Neutral

Armor Class 17 (natural armor)
Hit Points 136 (16d6 + 80)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	20 (+5)	10 (+0)	16 (+3)	9 (-1)

Skills Athletics +11, Perception +7, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 17
Languages Dwarvish, Gnomish, Sylvan, Terran, Undercommon
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Stone Camouflage. The korred has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The korred makes two attacks with its Greatclub or hurls two Rocks. It can use Hair Slam or Fool's Dance in place of one of its attacks.

Greatclub. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) bludgeoning damage, or 20 (3d8 + 7) bludgeoning damage if the korred is on the ground.

Hair Slam. The korred slams a creature grappled by its hair into another creature it can see within 30 feet of it or a solid surface. Each creature must succeed on a DC 14 Strength saving throw or take 11 (1d8 + 7) bludgeoning damage, or 20 (3d8 + 7) bludgeoning damage if the korred is on the ground, and be stunned until the end of the korred's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/120 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage, or 25 (4d8 + 7) bludgeoning damage if the korred is on the ground.

Spellcasting. The korred casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (save DC 15):

At will: *commune with nature, meld into stone, stone shape*
1/day each: *conjure elemental* (as 6th-level spell; galeb duhr, gargoyle, earth elemental, or xorn only), *Otto's irresistible dance*

Fool's Dance (1/Day). The korred chooses up to three creatures it can see within 30 feet of it. The target must make a DC 15 Wisdom saving throw. On a failed save, the target must immediately use its reaction to perform a comical dance (shuffling, tapping its feet, and capering) and move as far as half its speed allows away from the korred. This movement will provoke opportunity attacks. On a successful save, the target is unaffected. Creatures that can't be charmed are immune to this feature.

Bonus Actions

Command Hair. The korred has at least one 50-foot-long rope woven out of its hair. The korred commands one such rope within 30 feet of it to move up to 20 feet and entangle a Large or smaller creature that the korred can see. Alternatively, the korred can command its own hair, which can magically grow up to 30 feet in length to entangle a Large or smaller creature that the korred can see. In either cases, the target must succeed on a DC 14 Dexterity saving throw or become grappled by the rope or hair (escape DC 14). Until this grapple ends, the target is restrained. The korred can use a bonus action to release the target, which is also freed if the korred dies or becomes incapacitated.

A rope of korred hair has AC 20 and 20 hit points. It regains 1 hit point at the start of each of the korred's turns while it has at least 1 hit point and the korred is alive. If the rope drops to 0 hit points, it is destroyed.

Rhyme of Calling. The korred targets up to two creatures within 30 feet of it that can hear it. Each target can use their reaction to move up to half its speed without provoking opportunity attacks.

Korred, Young

Small Fey, typically Chaotic Neutral

Armor Class 16 (natural armor)
Hit Points 52 (7d6 + 28)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	9 (-1)	13 (+1)	9 (-1)

Skills Athletics +7, Perception +3, Stealth +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 13
Languages Dwarvish, Gnomish, Sylvan, Terran, Undercommon
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Stone Camouflage. The korred has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Greatclub. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage, or 14 (2d8 + 5) bludgeoning damage if the korred is on the ground.

Rock. *Ranged Weapon Attack:* +7 to hit, range 40/120 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage, or 18 (3d8 + 5) bludgeoning damage if the korred is on the ground.

Spellcasting. The korred casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (save DC 11):

At will: *commune with nature, meld into stone, stone shape*
1/day: *conjure elemental* (as 5th-level spell; dust mephit or gargoyle only)

Bonus Actions

Command Hair. The korred has at least one 30-foot-long rope woven out of its hair. The korred commands one such rope within 30 feet of it to move up to 20 feet and entangle a Medium or smaller creature that the korred can see. The target must succeed on a DC 12 Dexterity saving throw or become grappled by the rope (escape DC 12). Until this grapple ends, the target is restrained. The korred can use a bonus action to release the target, which is also freed if the korred dies or becomes incapacitated.

A rope of korred hair has AC 15 and 15 hit points. It regains 1 hit point at the start of each of the korred's turns while it has at least 1 hit point and the korred is alive. If the rope drops to 0 hit points, it is destroyed.

KUO-TOA

EYE OF BLIPDOOLPOOLP

The Eye of Blipdoolpoolp, also called 'Vi-Plagoop' in the kuo-toa native tongue are inquisitors who serve the archpriests by sniffing out, torturing, and executing heretics and traitors. They also spy on enemy settlements and eliminate threats.

LASH

Lashes have the innate ability to generate electricity. Because of their inability to cast divine spells, the kuo-toa see them as lower caste priests. The archpriests have charged them with overseeing ritual humanoid sacrifices and guarding shrines and temples.

LEVIATHAN

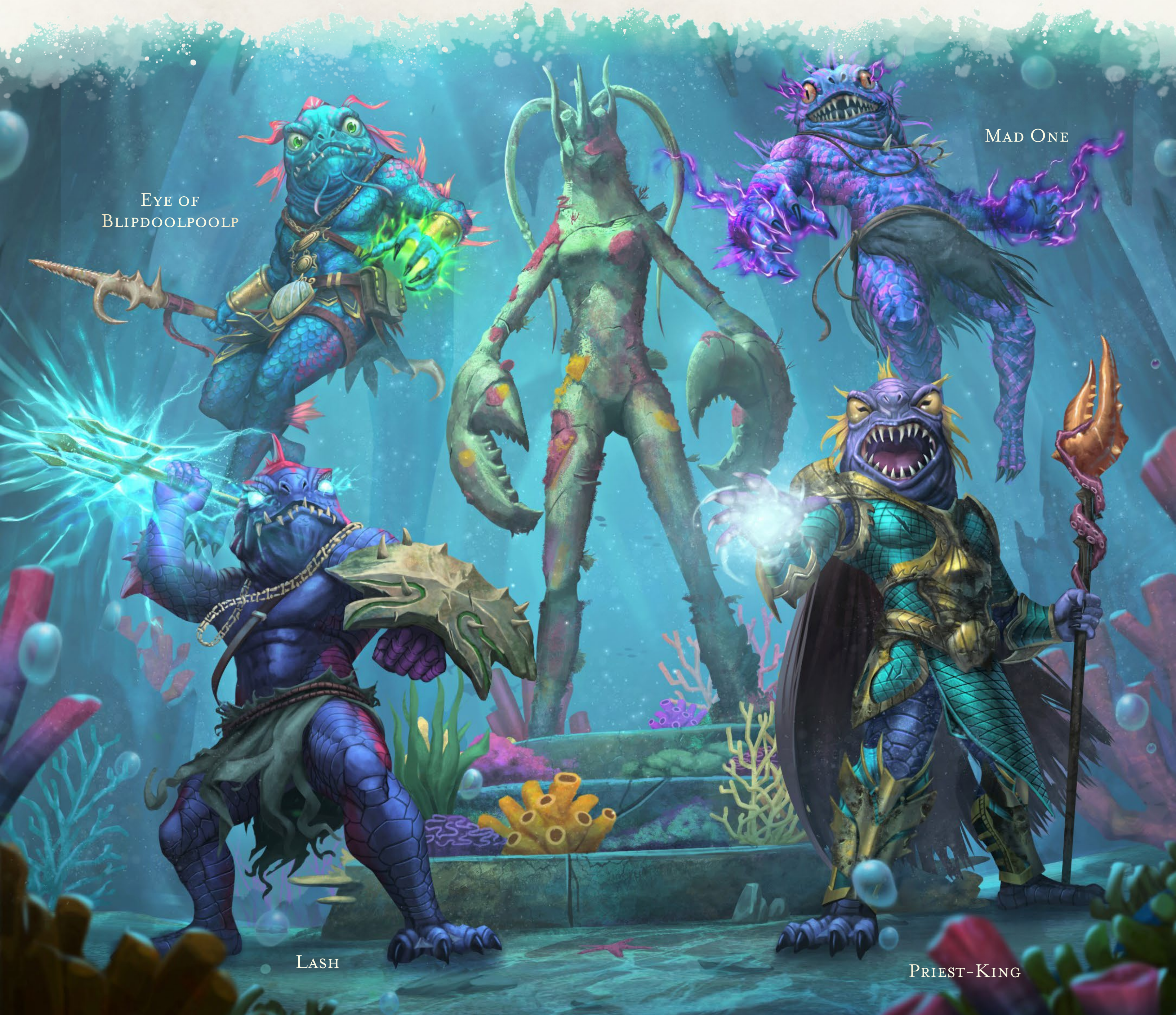
It is said that once in every generation, a kuo-toa is born that is favored by Blipdoolpoolp herself. Known as a leviathan, this kuo-toa would grow beyond its natural size. Its adult form is a giant 20-foot long bestial kuo-toa with an oversized mouth filled with rows of slender, sharp teeth and a long, eel-like tail. It is subservient to the priest-king and its archpriests.

MAD ONE

A mad one is a kuo-toa warlock whose patron is an ancient being from the Far Realm. Entering into the pact has given the kuo-toa potent spellcasting abilities, but the bizarre interrelation with its alien patron has also made the kuo-toa utterly insane.

PRIEST-KING

Known as 'Vi-Poolgol' in their native tongue, the priest-king is the most powerful kuo-toa priest of Blipdoolpoolp and has absolute authority over all its subjects. It is served by nine archpriests, who each rule a kuo-toa community. The priest-king oversees the activities of its archpriests and makes the final decision over critical matters.



Kuo-toa Eye of Blipdoolpoolp

Medium Humanoid (Kuo-toa), typically Neutral Evil

Armor Class 14 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	12 (+1)	16 (+3)	12 (+1)

Saving Throws Wis +6, Cha +4
Skills Intimidation +7, Investigation +4, Perception +9, Stealth +6
Senses darkvision 120 ft., passive Perception 19
Languages Common, Undercommon
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Amphibious. The kuo-toa can breathe air and water.

Discern Lie. The kuo-toa knows when it hears a creature speak a lie in a language it knows.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Sunlight Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Spell Penetration. When the kuo-toa casts a spell and is interrupted by an enemy's counterspell, treat the spell's level as 3 levels higher.

Sneak Attack (1/Turn). The kuo-toa deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the kuo-toa that isn't incapacitated and the kuo-toa doesn't have disadvantage on the attack roll.

Actions

Multiattack. The kuo-toa makes two melee attacks: one with its Bite and one with its Spear.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack, plus 7 (2d6) poison damage and the target is poisoned until the end of the kuo-toa's next turn. While poisoned, a creature has disadvantage to all saving throws.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) poison damage.

Spellcasting. The kuo-toa casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *guidance, sacred flame* (2d8)*, thaumaturgy*
1/day each: *blindness/deafness, clairvoyance, command, hold person, mirror image, dispel magic, spirit guardians, tongues*

Legendary Actions

The kuo-toa can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The kuo-toa regains spent legendary actions at the start of its turn.

Move. The kuo-toa moves up to half its speed without provoking opportunity attacks.

Malediction. The kuo-toa casts *blindness/deafness, command* or *hold person*.

Attack (Costs 2 Actions). The kuo-toa makes a melee or ranged attack.

Kuo-toa Lash

Medium Humanoid (Kuo-toa), typically Neutral Evil

Armor Class 14 (natural armor, shield)
Hit Points 60 (11d8 + 11)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	11 (+0)	12 (+1)	16 (+3)

Skills Perception +5
Senses darkvision 120 ft., passive Perception 15
Languages Undercommon
Challenge 3 (700 XP) **Proficiency Bonus** +2

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Sunlight Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The kuo-toa makes two melee attacks: one with its Bite and one with its Trident.

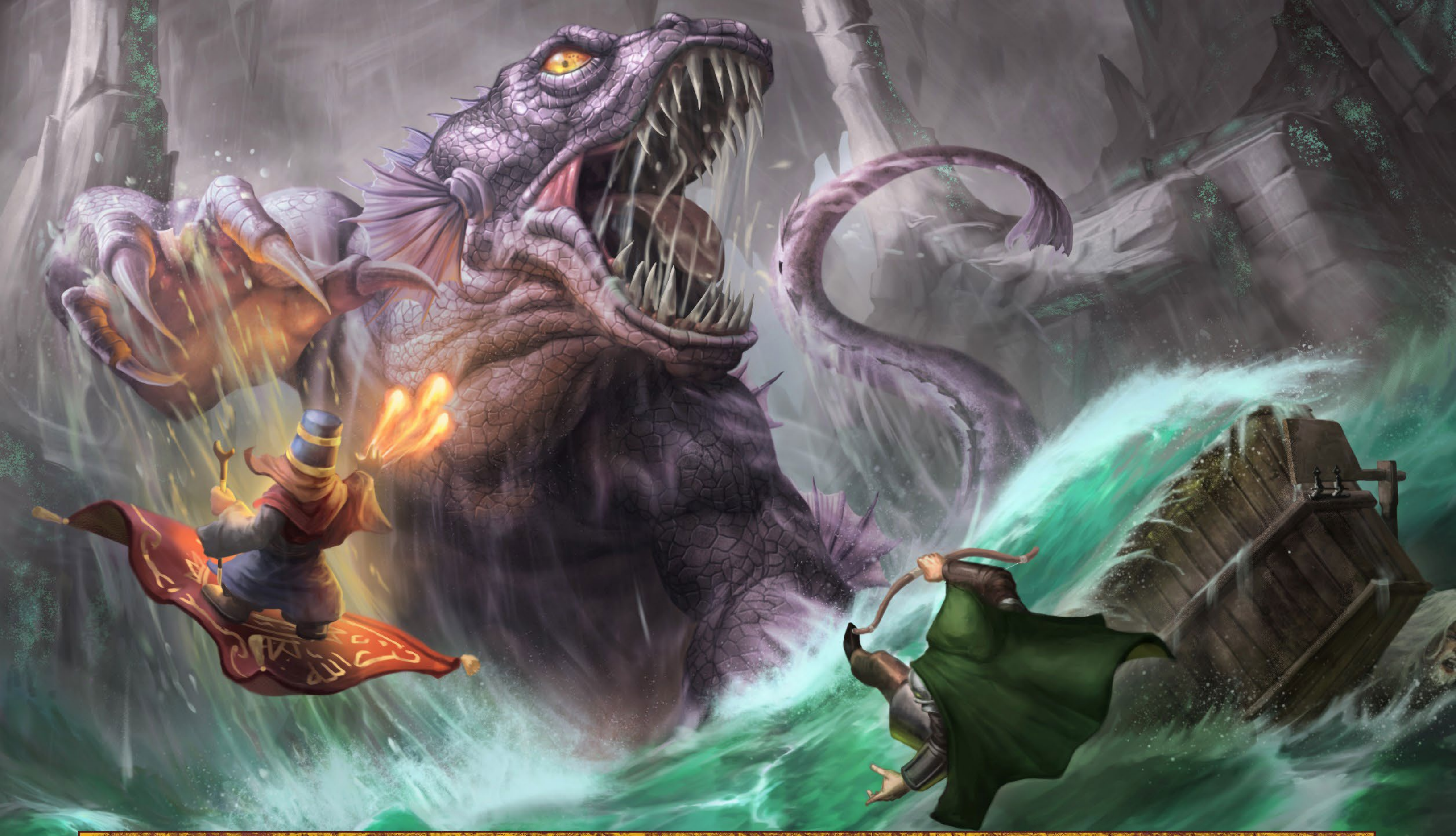
Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Trident. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack, plus 10 (3d6) lightning damage, and the target can't take reactions until the end of the kuo-toa's next turn.

Forked Lightning (Recharge 5–6). The kuo-toa unleashes a bolt of lightning that arcs toward a target of its choice that it can see within 60 feet of it. Two bolts then leap from that target to as many as two other targets, each of which must be within 15 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts. Each target must make a DC 13 Constitution saving throw. On a failed save, a target takes 18 (4d8) lightning damage and is incapacitated until the end of the kuo-toa's next turn. On a successful save, a target takes half as much damage and isn't incapacitated.

Reactions

Sticky Shield. When a creature misses the kuo-toa with a melee weapon attack, the kuo-toa uses its sticky shield to catch the weapon. The attacker must succeed on a DC 11 Strength saving throw, or the weapon becomes stuck to the kuo-toa's shield. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 11 Strength check and succeeding.



Kuo-toa Leviathan

Huge Humanoid (Kuo-toa), typically Neutral Evil

Armor Class 14 (natural armor)
Hit Points 168 (16d12 + 64)
Speed 40 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	8 (-1)	15 (+2)	8 (-1)

Skills Perception +6
Senses darkvision 120 ft., passive Perception 16
Languages Undercommon
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Sunlight Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The kuo-toa makes three melee attacks: one with its Bite and two with its Claw.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage and if the target is a Large or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the creature is restrained.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage, and the target is grappled (escape DC 15). Until the grapple ends, the creature is restrained. The kuo-toa has two claws, each of which can grapple only one target.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target not grappled by the kuo-toa. *Hit:* 18 (3d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone. If the creature fails its saving throw by 5 or more, it is also stunned until the end of its next turn.

Swallow. The kuo-toa makes a Bite attack against a Large or smaller creature it is grappling. If the attack hits, the creature is swallowed, and the grapple ends. The swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the kuo-toa, and it takes 10 (3d6) acid damage at the start of each of the kuo-toa's turns.

The kuo-toa can have only one creature swallowed at a time. If the kuo-toa takes 15 damage or more on a single turn from a creature inside it, the kuo-toa must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 5 feet of the kuo-toa. If the kuo-toa dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 5 feet of movement, exiting prone.

Legendary Actions

The kuo-toa can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The kuo-toa regains spent legendary actions at the start of its turn.

Move. The kuo-toa moves up to half its speed.
Claw. The kuo-toa makes a Claw attack.
Tail (Costs 2 Actions). The kuo-toa makes a Tail attack.
Wave Lash (Costs 3 Actions). The kuo-toa spins violently, whipping its claws and tail and creating a powerful wave of water to crash around it. Each creature within 20 feet of the kuo-toa must succeed on a DC 17 Strength saving throw. On a failed save, a creature takes 18 (3d8 + 5) bludgeoning damage, pushed horizontally up to 15 feet away and be knocked prone. On a successful save, the creature takes half as much damage and isn't pushed or knocked prone. The kuo-toa must be in water that is at least 15 feet wide and 10 feet deep to use this action.

Kuo-toa Mad One

Medium Humanoid (Kuo-toa), typically Neutral Evil

Armor Class 13 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	10 (+0)	5 (-3)	15 (+2)

Skills Perception +1
Damage Resistances psychic
Senses darkvision 120 ft., passive Perception 11
Languages Undercommon
Challenge 3 (700 XP) **Proficiency Bonus** +2

Aura of Madness. If the kuo-toa isn't incapacitated, a creature that isn't a kuo-toa that starts its turn within 10 feet of the kuo-toa takes 3 (1d6) psychic damage and has disadvantage on Intelligence, Wisdom, and Charisma saving throws until the start of its next turn.

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Sunlight Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 3 (1d6) psychic damage.

Spellcasting. The kuo-toa casts one of the following spells using Charisma as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At will: *detect magic, eldritch blast* (2 beams), *false life, freedom of movement, minor illusion, poison spray* (2d12)
2/day (as 4th-level spells): *crown of madness, dissonant whispers, Evard's black tentacles, enemies abound, fear, hex*

Eldritch Scream (Recharge 5–6). The kuo-toa emits a psionic, mind twisting scream. Each creature within 30 feet of it that can hear it must succeed on a DC 12 Intelligence saving throw. On a failed save, the target takes 14 (4d6) psychic damage and suffers the effect of the *confusion* spell without making a saving throw. The effect lasts until the end of the kuo-toa's next turn. On a successful save, the creature takes half as much damage and isn't confused.

Kuo-toa Priest-King

Medium Humanoid (Kuo-toa), typically Neutral Evil

Armor Class 16 (scale mail)
Hit Points 120 (16d8 + 48)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	14 (+2)	18 (+4)	16 (+3)

Saving Throws Wis +7, Cha +6
Skills Intimidation +9, Investigation +5, Perception +10, Stealth +5
Senses darkvision 120 ft., passive Perception 19
Languages Aquan, Common, Undercommon
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Amphibious. The kuo-toa can breathe air and water.

Legendary Resistance (1/Day). If the kuo-toa fails a saving throw, it can choose to succeed instead.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Spell Penetration. When the kuo-toa casts a spell and is interrupted by an enemy's counterspell, treat the spell's level as 3 levels higher.

Sunlight Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The kuo-toa makes two melee attacks or makes one melee attack and casts one spell that takes 1 action to cast.

Pincer Staff. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 17 (5d6) lightning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the kuo-toa can't use its pincer staff on another target.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage and the creature must succeed on a DC 15 Constitution saving throw or be stunned until the end of the kuo-toa's next turn.

Spellcasting. The kuo-toa casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *guidance, resistance, sacred flame* (3d8), *thaumaturgy, toll the dead* (3d8 or 3d12)
2/day each: *blindness/deafness, command, hold person, spiritual weapon*
1/day each: *control water, dispel magic, harm, mass cure wounds, tidal wave, tongues*

Reactions

Protective Fanatic. When the kuo-toa is hit by an attack, one ally within 15 feet of the kuo-toa must use its reaction to move up to half its speed toward the kuo-toa. If the ally ends its movement within 5 feet of the kuo-toa, it is hit by the attack instead.

Legendary Actions

The kuo-toa can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The kuo-toa regains spent legendary actions at the start of its turn.

Move. The kuo-toa moves up to half its speed without provoking opportunity attacks.
Unarmed Strike. The kuo-toa makes an Unarmed Strike.
Pincer Staff (Costs 2 Actions). The kuo-toa attacks with its Pincer Staff.
Cast a Spell (Costs 2 Actions). The kuo-toa uses Spellcasting.

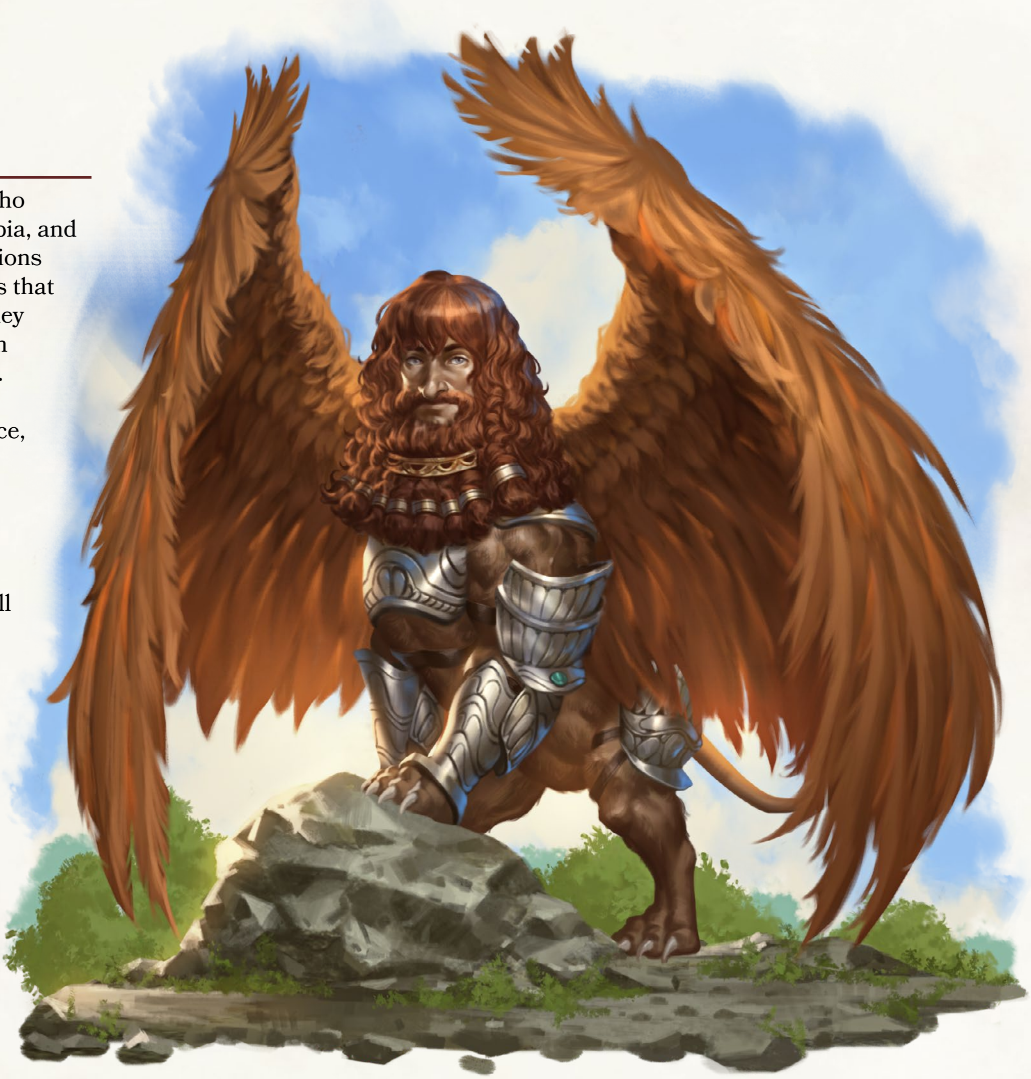
LAMMASU

LAMMASU

The lammasus are a race of noble creatures who worship and serve the deities of Arcadia, Bytopia, and Mount Celestia. They appear as large winged lions with humanoid heads. They have robust bodies that are covered in a rich coat of yellow-gold fur. They usually have thick auburn or dark red hair, with male lammasus' hair resembling a lion's mane. Lammasus live for about 150-200 years old.

Divine Champion. The lammasu fosters peace, cures the sick and wounded, and defends the weak and helpless. Many seek its wisdom and help, especially when facing supernatural threats. The lammasu always tries to resolve conflicts through peaceful means. If combat is unavoidable, it will attack with its claws but will try not to kill anyone. Instead, it will force its enemies to immediately submit or surrender. Against powerful evil creatures such as fiends and undead, however, the lammasu will not hold back, using its divine spells and devastating fiery breath to full measure.

Reclusive Guardians. Lammasus typically form prides that number around 4-6 members but solitary lammasus are not uncommon. They usually reside in abandoned temples and ruins that are always within an hour's travel to communities and settlements they watch over and protect. They sometimes live with couatls, green duwendes, opinicuses, pixies, sprites, and threskisphinxes who help tend fruit and vegetable gardens.



LAMMASU

Large Monstrosity, typically Lawful Good

Armor Class 17 (natural armor)
Hit Points 52 (7d10 + 14)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	16 (+3)	16 (+3)	14 (+2)

Saving Throws Wis +6, Cha +5
Skills Arcana +6, Insight +6, Perception +6, Religion +9
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 60 ft., passive Perception 16
Languages Celestial, Common, Draconic
Challenge 5 (2,300 XP) **Proficiency Bonus** +3

Pounce. If the lammasu moves at least 20 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. The lammasu makes two Claw attacks. If both Claw attacks hit the same target, the target takes an extra 9 (2d8) slashing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Spellcasting. The lammasu casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *guidance, light, sacred flame* (2d8), *thaumaturgy*
2/day each: *bless, dispel magic, greater invisibility* (self only), *healing word, lesser restoration*
1/day each: *banishment, dimension door, freedom of movement*

Fire Breath (Recharge 5–6). The lammasu exhales fire in a 30-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 27 (6d8) fire damage on a failed save, or half as much damage on a successful one.

GREATER LAMMASU

The greater lammasus are older, wise, and more powerful lammasus. They often form, train, and lead prides of lammasus when the threat of a powerful supernatural evil looms.

LAMMASU, GREATER

Large Monstrosity, typically Lawful Good

Armor Class 17 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	16 (+3)	20 (+5)	14 (+2)

Saving Throws Con +7, Wis +9, Cha +6
Skills Arcana +7, Insight +9, Perception +9, Religion +11
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 60 ft., passive Perception 19
Languages Celestial, Common, Draconic
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Pounce. If the lammasu moves at least 20 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. The lammasu makes two Claw attacks. If both Claw attacks hit the same target, the target takes an extra 9 (2d8) slashing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 4 (1d8) radiant damage.

Spellcasting. The lammasu casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 17, +9 to hit with spell attacks):

At will: *guidance, light, sacred flame* (2d8), *thaumaturgy*
2/day each: *bless, dispel magic, greater invisibility* (self only), *healing word, lesser restoration*
1/day each: *banishment, dimension door, freedom of movement, heal, heroes' feast*

Breath (Recharge 5–6). The lammasu exhales fire in a 30-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 40 (9d8) fire damage on a failed save, or half as much damage on a successful one.

Preserve Life (1/Day): The lammasu chooses any number of creatures it can see within 30 feet of it. The lammasu restores 60 hit points, divided among the target creatures. The lammasu can restore no more than half of a creature's hit point maximum.

GOLDEN PROTECTOR

A golden protector, revered by all lammasus, is the extremely rare offspring of a lammasu and a gold dragon. It bears several physical and mental traits of both its parents, making it a very formidable creature. It travels to the Astral Plane, Ethereal Plane, Outer Planes, and the Material Plane, providing aid whenever it can.

GOLDEN PROTECTOR

Large monstrosity (Dragon), typically Lawful Good

Armor Class 19 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	16 (+3)	20 (+5)	17 (+3)

Saving Throws Dex +7, Con +9, Wis +10, Cha +8
Skills Arcana +8, Insight +10, Perception +10, Religion +13
Damage Immunities fire
Condition Immunities charmed, exhaustion, frightened
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20
Languages Celestial, Common, Draconic
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Pounce. If the golden protector moves at least 20 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. The golden protector makes one Bite attack and two Claw attacks. If both Claw attacks hit the same target, the target takes an extra 7 (2d6) slashing damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage plus 4 (1d8) radiant damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage plus 4 (1d8) radiant damage.

Spellcasting. The lammasu casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 18, +10 to hit with spell attacks):

At will: *guidance, light, sacred flame* (2d8), *thaumaturgy*
2/day each: *banishment, dimension door, dispel magic, freedom of movement, greater invisibility* (self only)
1/day each: *divine word, heal, heroes' feast, holy aura, plane shift, resurrection*

Breath Weapons (Recharge 5–6). The golden protector uses one of the following breath weapons.

Fire Breath. The golden protector exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 49 (11d8) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath. The golden protector exhales gas in a 30-foot cone. Each creature in that area must succeed on a DC 17 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

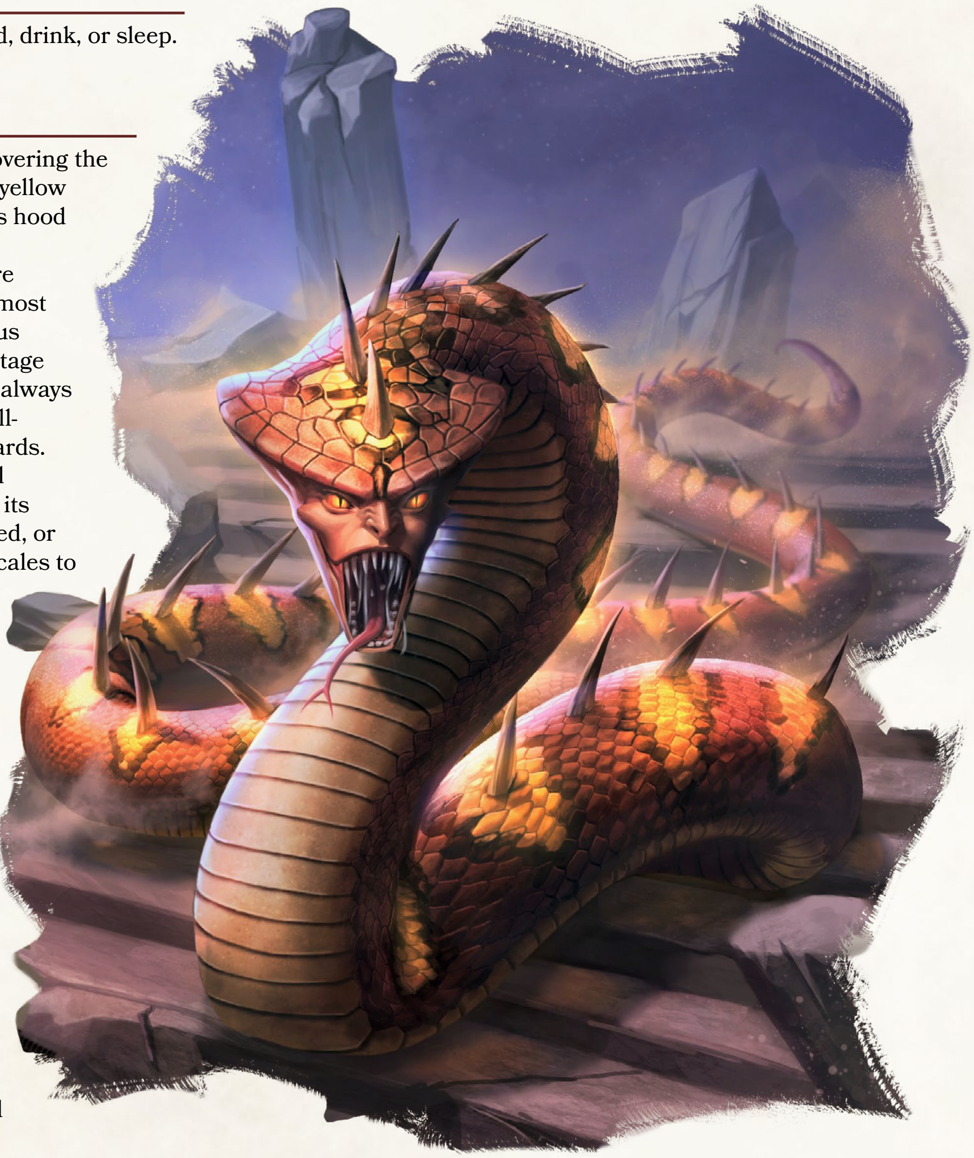
Preserve Life (1/Day): The golden protector chooses any number of creatures it can see within 30 feet of it. The golden protector restores 80 hit points, divided among the target creatures. The golden protector can restore no more than half of a creature's hit point maximum.

NAGAS

NAGAS

Immortal Nature. A naga doesn't require air, food, drink, or sleep.

BRIGHT NAGA



The bright naga has resplendent golden scales covering the length of its 15-foot long serpentine body. Sharp, yellow spikes jut from its back and run from the top of its hood down to its tail.

Vigilant and Prepared. The bright naga is aware that it is seen as weak compared to other nagas, most likely due to its limited spellcasting abilities. It thus goes to great lengths to ensure it has every advantage possible over any of its enemies. The bright naga always overprepares, keeping its lair hidden and very well-protected with traps and numerous patrolling guards.

Shining Scales. The bright naga avoids physical combat, preferring to use its spells while keeping its distance from its enemies. If surrounded, surprised, or looking to escape, the bright naga can cause its scales to emit a dazzling burst of yellow light, blinding all those near it.

Humanoid Minions. The bright naga prefers to live in warm, temperate and dry locales and often makes its lair in the ruins of keeps, temples, and sand-buried cities. It subjugates weaker humanoid races such as bullywugs, firenewts, grimlocks, kobolds, and lizardfolk, who often treat the naga as a god. Of those five, it prefers working with firenewts and grimlocks. The firenewts have immunity to fire, allowing the bright naga to use its *burning hands* spell without the worry of collateral damage, while the sightless grimlocks won't be affected by the naga's Shining Scales ability.

Mercenary Guardian. The bright naga disdains to work for a more powerful creature, but it will do so if it recognizes that there's an opportunity to advance in knowledge, wealth, and power.

BRIGHT NAGA

Large Monstrosity, typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 59 (7d10 + 21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	15 (+2)	15 (+2)	16 (+3)

Saving Throws Wis +4, Cha +5
Damage Immunities poison
Condition Immunities charmed, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Abyssal, Common
Challenge 3 (700 XP) **Proficiency Bonus** +2

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.

Spellcasting. The naga casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

At-will (as 2nd-level spells): *burning hands, magic missile*

Shining Scales (Recharge 5–6). The naga's golden scales emit a dazzling flash of light. Each creature within 30 feet of the naga and can see the naga must succeed on a DC 13 Constitution saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

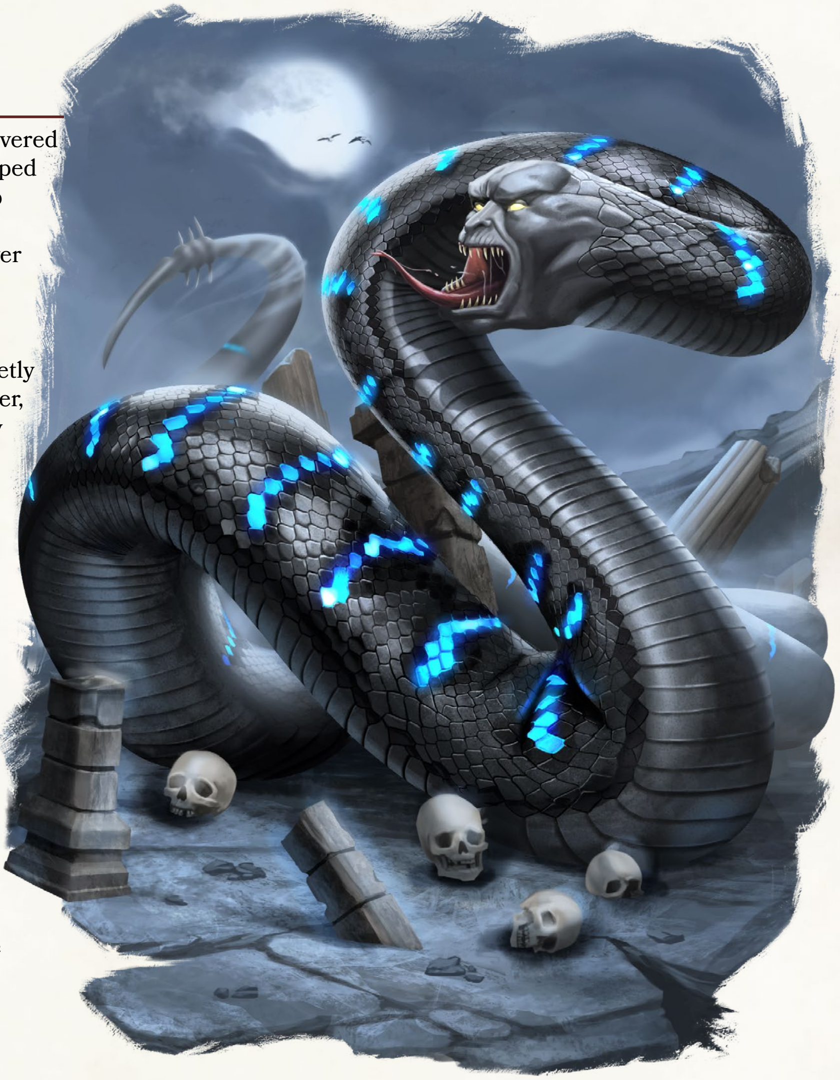
Dark Naga

The devious dark naga has a 15-foot long serpentine body covered in glossy dark gray scales that often has a black and blue striped pattern. It has a hoodless head and a tail that ends in a sharp stinger from which drips a sleep-inducing venom.

Creature of Avarice. The dark naga craves wealth and power above all and will go to extreme lengths to accumulate them. Unlike other nagas that tend to be solitary, the dark naga recognizes the value of forging alliances with other beings. It works with creatures it knows can eventually exploit and quietly eliminates those it sees as future threats. Dark nagas, however, hate their kind and cannot stand each other's presence. They will ruthlessly slay the other at the first opportunity.

Master Manipulators. Dark nagas dwell within ancient ruins, sprawling dungeons, and even urban sewers – anywhere they can build a following of potential worshippers. Some dark nagas have managed to control humanoid tribes such as kobolds, goblinoids, lizardfolk, and orcs by establishing themselves as advisers to their chieftains. They exert their influence and subtly manipulate the chieftains to make decisions that help further the dark nagas' goals. They are very successful at doing these because of their natural ability to mask their lies and true intentions.

Giver of Nightmares. The dark naga is a skilled sorcerer, able to cast spells quicker or make its spells more potent. Anyone that succumbs to the venom of its stinger falls unconscious. In this state, the victim is in a deep sleep and experiencing a harrowing nightmare that is difficult to wake from. If the victim succeeds in waking, the ordeal still leaves it shaken.



Dark Naga

Large Monstrosity, typically Lawful Evil

Armor Class 15 (natural armor)
Hit Points 67 (9d10 + 18)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	15 (+2)	15 (+2)	16 (+3)

Saving Throws Wis +5, Cha +6
Skills Deception +9, Persuasion +9, Stealth +6
Damage Immunities poison
Condition Immunities charmed, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Common, Infernal
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Inscrutable. The naga is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the naga's intentions or sincerity have disadvantage.

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Sorcery Points. The naga has 7 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Heightened Spell: When the naga casts a spell that forces a creature to make a saving throw to resist the spell's effects, the naga can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell: When the naga casts a spell that has a casting time of 1 action, the naga can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Actions

Multiattack. The naga makes two melee attacks: one with its Bite and one with its Sting.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

Sting. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw or become poisoned for 1 minute. Until this poison ends, the target is unconscious and is in a nightmare-haunted sleep. An unconscious creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the unconscious creature takes damage, or someone uses an action to shake or slap it awake, it gains advantage on its saving throw. A creature that awakens from this effect becomes frightened until the end of its next turn.

Spellcasting. The naga casts one of the following spells, requiring only verbal components and Charisma as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *chill touch* (2d8), *detect magic, mage hand, minor illusion, true strike*
1/day each: *charm person, darkness, greater invisibility,* lightning bolt, major image scorching ray, suggestion*

*The dark naga casts this spell on itself before combat.

Eldritch Naga

Large monstrosity, any alignment

Armor Class 17 (natural armor)
Hit Points 119 (14d10 + 42)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	14 (+2)	15 (+2)	18 (+4)

Saving Throws Dex +7, Con +7, Wis +6, Cha +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Abyssal, Common, Infernal
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Dark One's Own Luck (Recharges after a Short or Long Rest). When the naga makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

Actions

Multiattack. The naga makes two melee attacks: one with its Bite and one to Constrict.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage plus 9 (2d8) poison damage, and the target must make a DC 15 Constitution saving throw or become poisoned for 1 minute. Until this poison ends, the target is paralyzed. A paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Constrict. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the naga can't constrict another target.

Spellcasting. The naga casts one of the following spells, requiring only verbal components and Charisma as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

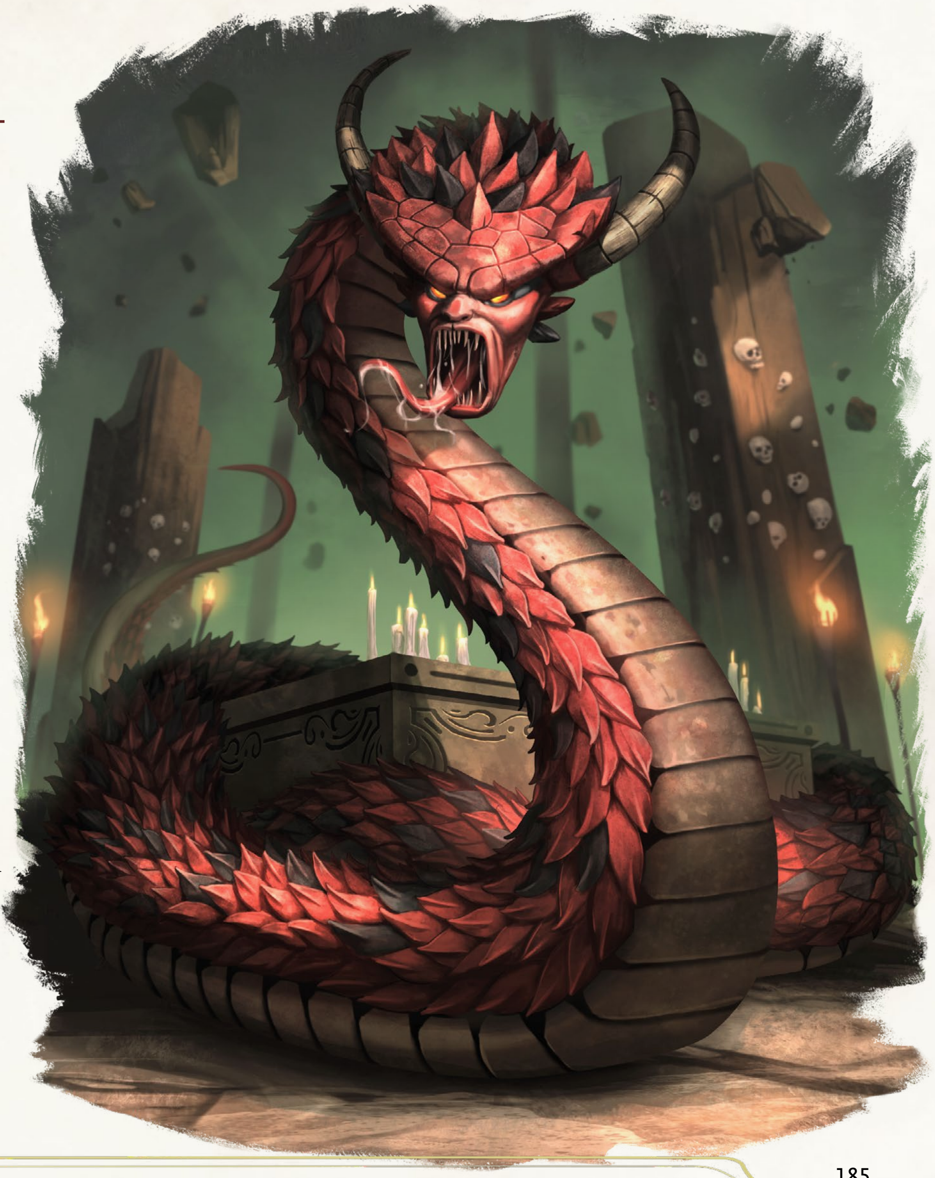
At will: *chill touch* (3d8), *eldritch blast* (3 beams, 1d10 + 4 damage), *levitate, mage hand, minor illusion, silent image*
3/day (as 5th-level spells): *banishment, fear, fireball, flame strike, hellish rebuke, misty step, stinking cloud*
1/day: *circle of death*

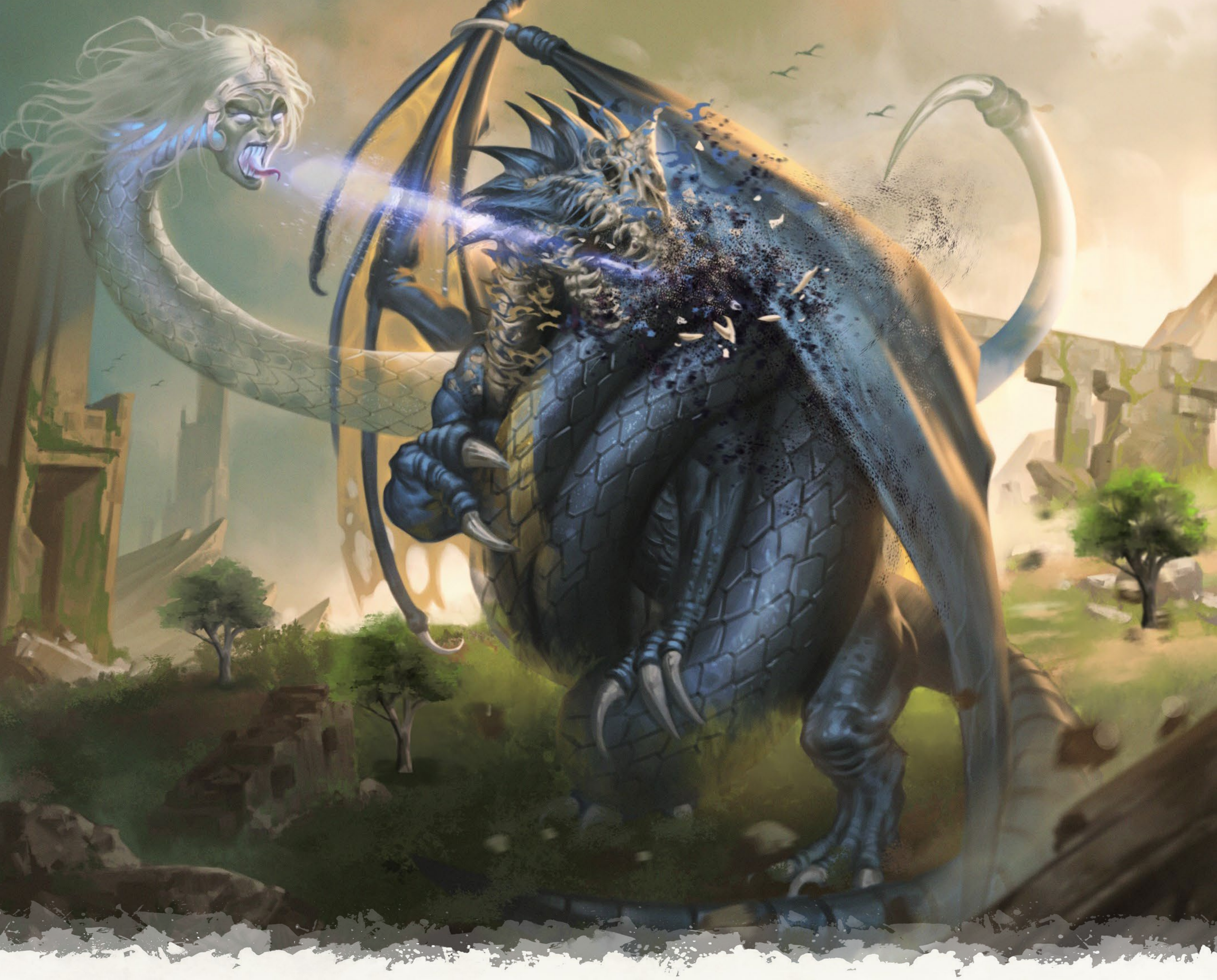
Eldritch Naga

Not all nagas were created with the same level of power and knowledge that other, greater nagas can attain. A few of these "lesser" nagas sought to improve beyond their natural capabilities and entered into a dark arrangement with an otherworldly patron. These eldritch nagas sought to attain power beyond those of the guardian and spirit nagas, at the cost of occasional services performed on the patron's behalf.

Otherworldly Appearance. An eldritch naga has a body covered with elongated, heavily keeled dorsal scales that give it a unique, almost bristly appearance. Their extra features and color of their scales differ, however, depending on their otherworldly patron. Those with an Archfey patron have emerald-colored scales and antlers, butterfly wings, or long grayish hair growing from their heads. Ones who follow the Great Old One have scales that are amethyst or obsidian-colored, sporting bizarre appendages or organs on their heads, such as antennae, tentacles, or an extra set of eyes. Those with a Fiend patron have ruby-colored scales and may have tiefling-like horns growing from their foreheads as well as gleaming fiery red eyes.

Mysterious Recluse. The eldritch naga is a solitary creature and avoids other nagas, who see the eldritch naga as abhorrent. It makes its lair in hidden ruins and abandoned structures deep within secluded locations. The eldritch naga ventures out of its lair only if it seeks a new one, is seeking something that will improve its power or knowledge, or is performing its patron's bidding. The eldritch naga tends to attract followers, especially ones that worship the eldritch naga's patron. These followers treat the eldritch naga as an emissary of their god and are subservient to it.





HA-NAGA

The malevolent ha-naga is a naga of immense size and is venerated by all evil nagas. It appears as a 100-foot long colossal serpent with the head of a beautiful human that has slight reptilian facial features. Its unique scales have no set colors; instead, they shimmer and fade, constantly adjusting to the colors and textures of its surroundings, causing the naga to almost appear invisible.

Arcane Juggernaut. The ha-naga is a powerful being with several supernatural abilities. Its mere presence alone can cause all those near it to become enthralled by it. The ha-naga is also a potent magic-user, able to rain down spells of death and destruction. Even though it has no wings, the ha-naga has the natural ability to fly, its body smoothly undulating through the air as if swimming underwater. It uses its flight to maximum advantage, casting spells from afar while remaining a difficult target thanks to its camouflaging scales. Against more powerful opponents, the ha-naga will wrap around them and constrict, squeezing the air out of them while making them vulnerable to the ha-naga's spells.

Ancient God-Kings. While it is not clear where ha-nagas originated from, it is rumored that they were once the most ambitious servants of an ancient god-like progenitor race. These naga servants were entrusted with eons worth of secret magical research. After their masters died out, these nagas dabbled with dark rituals gleaned from the materials given to them, hoping to gain more power. While most died or were driven insane as a result of the rituals, a few were successfully transformed into ha-nagas. This handful of ha-nagas then divided and led the surviving races and ruled over them, each building new civilizations that lasted for thousands of years until its eventual collapse. As time passed, the ha-nagas dwindled and were largely forgotten. This was deliberate though, as ha-nagas became increasingly paranoid, isolated, and secretive, lurking deep within the ruins of the once-great cities they ruled. As they observed new nations rise and advance to great lengths from afar, they seethed with anger and envy, appalled at the ambitions of these young lesser races that seem to mock and disrespect the ha-naga's legacy.

Scheming Tyrants. Due to their near god-like powers, the ha-nagas have become arrogant, narcissistic, and oppressive. They perceive all other creatures as lesser beings to be consumed, dominated, and enslaved. It sees advanced nations like Thay, Amn, and Cormantyr and organizations such as the Lord's Alliance and the Harpers as blasphemous threats and schemes with other evil creatures, such as dragons, fiends, other nagas, and yuan-ti, to bring them down.

A Ha-Naga's Lair

The ha-naga prefers temperate to warm regions, living in ancient forests, high mountains, and wild, overgrown jungles. It usually occupies the ruins of forgotten civilizations, often those that it has personally brought down or ruled over, or treasure-filled lairs of adult dragons that the ha-naga has slain. The ha-naga's sanctum is often the former center of the society, such as a temple, royal court, or amphitheater, with its floors overflowing with the ha-naga's accumulated wealth. Dark nagas and spirit nagas guard the inner rooms while lesser nagas and other reptilian monsters patrol the outer chambers and periphery of the ha-naga's lair.

Lair Actions

On initiative count 20 (losing initiative ties), the ha-naga takes a lair action to cause one of the following effects; the ha-naga can't use the same effect two rounds in a row:

- The ha-naga targets one creature it can see within 60 feet of it. The target must succeed on a DC 20 Wisdom saving throw or become frightened until the end of its next turn. While frightened in this way, the creature is paralyzed.
- Powerful winds buffet the lair in a 60-foot radius around the ha-naga. Each creature other than the ha-naga in that area must succeed on a DC 20 Strength saving throw or take 10 (3d6) bludgeoning damage and be knocked prone.
- The ha-naga targets one friendly reptilian creature it can sense within 60 feet of it. If the target can see or hear the ha-naga, it can use its reaction to move up to half its speed and make one melee or ranged attack.

Regional Effects

The region containing a legendary brown ha-naga's lair is warped by the ha-naga's magic, which creates one or more of the following effects:

- Once per day, the ha-naga can alter the weather in a 6-mile radius centered on its lair. The ha-naga doesn't need to be outdoors; otherwise the effect is identical to the *control weather* spell.
- Fog lightly obscures the land within 6 miles of the lair.
- Reptiles within 1 mile of the ha-naga's lair serve as the ha-naga's eyes and ears.

If the ha-naga dies, the effects fade over the course of 1d10 days.

Ha-Naga

Gargantuan Monstrosity, typically Chaotic Evil

Armor Class 20 (natural armor)
Hit Points 363 (22d20 + 132)
Speed 50 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	22 (+6)	19 (+4)	18 (+4)	21 (+5)

Saving Throws Dex +10, Con +13, Wis +11, Cha +12
Skills History +11, Intimidation +12, Perception +11, Stealth +10
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 21
Languages Abyssal, Celestial, Common, Draconic, Infernal
Challenge 23 (50,000 XP) **Proficiency Bonus** +7

Captivating Presence. Any creature that starts its turn within 60 feet of the naga must make a DC 20 Wisdom saving throw. On a failed save, the creature becomes charmed by the naga for 1 minute or until the creature is farther than 60 feet away from it. On a successful save, the creature becomes immune to the naga's Captivating Presence for 24 hours.

Chameleon Scales. Wisdom (Perception) checks made to see the naga have disadvantage, and the naga has advantage on Dexterity (Stealth) checks made to hide, as the color of its scales constantly shifts to match its background, providing perfect camouflage.

Greater Spell Penetration. When the ha-naga casts a spell and is interrupted by an enemy's counterspell, treat the spell's level as 5 levels higher.

Legendary Resistance (3/Day). If the naga fails a saving throw, it can choose to succeed instead.

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Magic Resistance. The naga has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The naga makes two melee attacks: one with its Bite and one to Constrict. Alternatively, it can make one Constrict attack and cast one spell that takes 1 action to cast.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one creature. *Hit:* 16 (3d6 + 6) piercing damage.

Constrict. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) bludgeoning damage. If the target is a creature, it is grappled (escape DC 21). Until this grapple ends, the target is restrained and has disadvantage on saving throws made against the naga's spells, and the naga can't constrict another target.

Stinger. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one creature. *Hit:* 15 (2d8 + 6) piercing damage, and the target must make a DC 21 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

Spellcasting. The naga casts one of the following spells, requiring only verbal components and Charisma as the spellcasting ability (spell save DC 20, +12 to hit with spell attacks):

At will: *fire bolt* (4d10), *light, mage hand, message, prestidigitation, thunderclap* (4d6)
2/day each: *banishment, counterspell, cone of cold, dispel magic, misty step, shield*
1/day each: *disintegrate, prismatic spray, earthquake, psychic scream*

Legendary Actions

The naga can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The naga regains spent legendary actions at the start of its turn.

Move. The naga moves up to half its speed without provoking opportunity attacks.

Coil Whip (Costs 2 Actions). The naga whips its tail around it. Each creature within 15 feet of the naga must succeed on a DC 21 Dexterity saving throw or take 20 (4d6 + 6) bludgeoning damage, pushed up to 10 feet away and be knocked prone.

Stinger (Costs 3 Actions). The naga attacks with its Stinger.

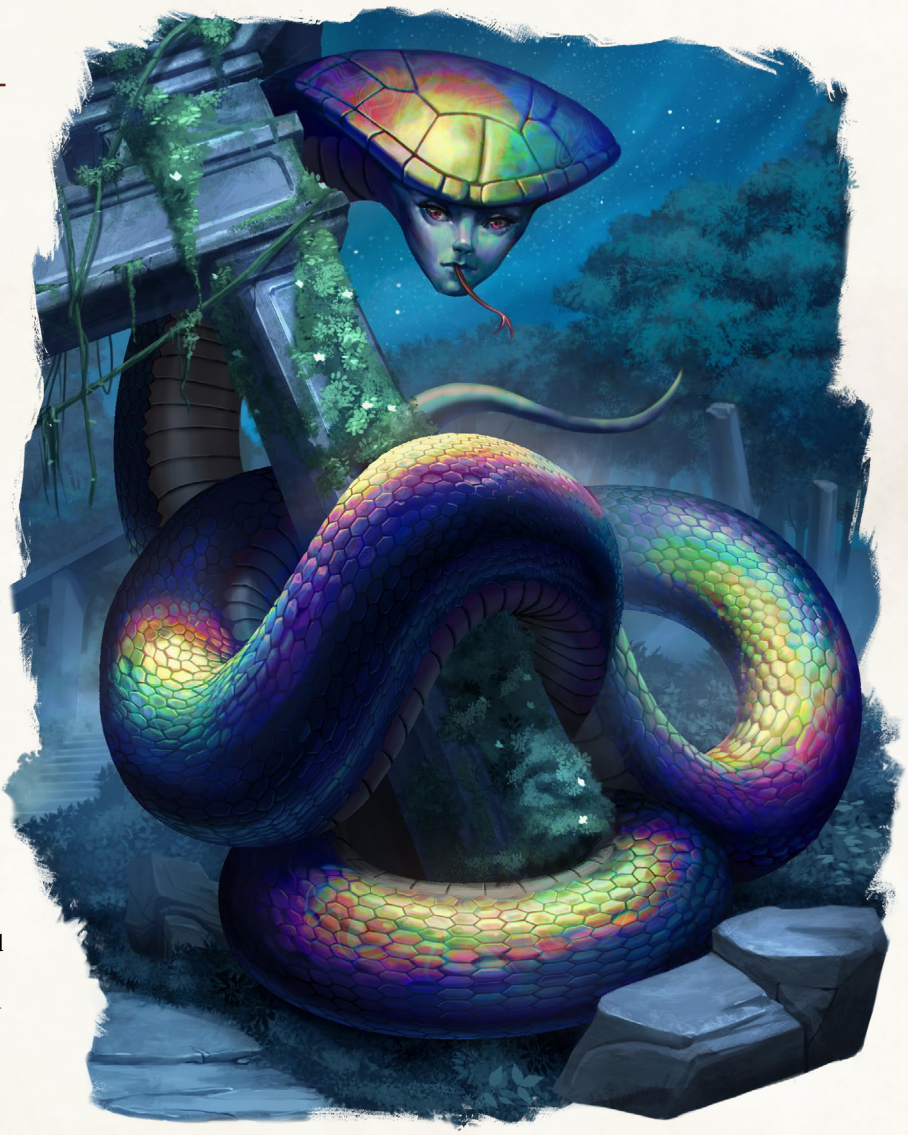
IRIDESCENT NAGA

The beautiful iridescent naga has a 20-foot long serpentine body that is covered with reticulated scales that glimmer in rainbow hues as it moves. Its head has comely human or elven features that reflect its warm, friendly, and kind personality. It prefers to live in ancient, majestic ruins that are overgrown with vegetation and hidden within temperate forests and jungles. It does not stay long, though, as it spends most of its time exploring and chronicling the wonders and beauties of the world.

Benevolent and Peaceful. The iridescent naga avoids combat whenever possible, always seeking nonviolent courses of action to end a conflict. If an encounter is unavoidable, the iridescent naga will try to escape first, engaging in violence only as a last resort. However, it will not hesitate to aid those that might need its help, especially the helpless, weak, and wounded.

Enthralling Trickster. In combat, the iridescent naga will always try to incapacitate, confuse, or distract its foes without dealing lethal damage, just enough for it or those it is protecting to escape. Its array of enchantment and illusory spells make this possible, as well as a venomous bite that puts victims into a deep slumber. The iridescent naga can also keep its enemies entranced by swaying and weaving its body in a hypnotic pattern.

Friendly Company. The iridescent naga is a solitary creature but will sometimes join the company of like-minded creatures, such as adventurers, bariaurs, elves, good-aligned fey, and guardinals. In such instances, the iridescent naga will be very inquisitive and is more than willing to trade stories about the places they have traveled and wonders they have witnessed. It may even provide important information, such as locations of long-forgotten ruins, ancient crypts, and lost treasure vaults. Of course, the iridescent naga may ask for something in return.



IRIDESCENT NAGA

Large Monstrosity, typically Chaotic Good

Armor Class 16 (natural armor)
Hit Points 82 (11d10 + 22)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	14 (+2)	15 (+2)	18 (+4)

Saving Throws Dex +7, Con +5, Wis +5, Cha +7
Skills History +5, Investigation +5, Persuasion +7
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Celestial, Common
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Hypnotic Sway. If a creature starts its turn within 30 feet of the naga and the creature can see the naga, it must make a DC 15 Wisdom saving throw if the naga isn't incapacitated. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0.

The effect ends if a hypnotized creature takes any damage or if someone else uses an action to shake the creature out of its stupor.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the naga until the start of its next turn, when it can avert it s eyes again. If it looks at the naga in the meantime, it must immediately make the save.

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

ACTIONS

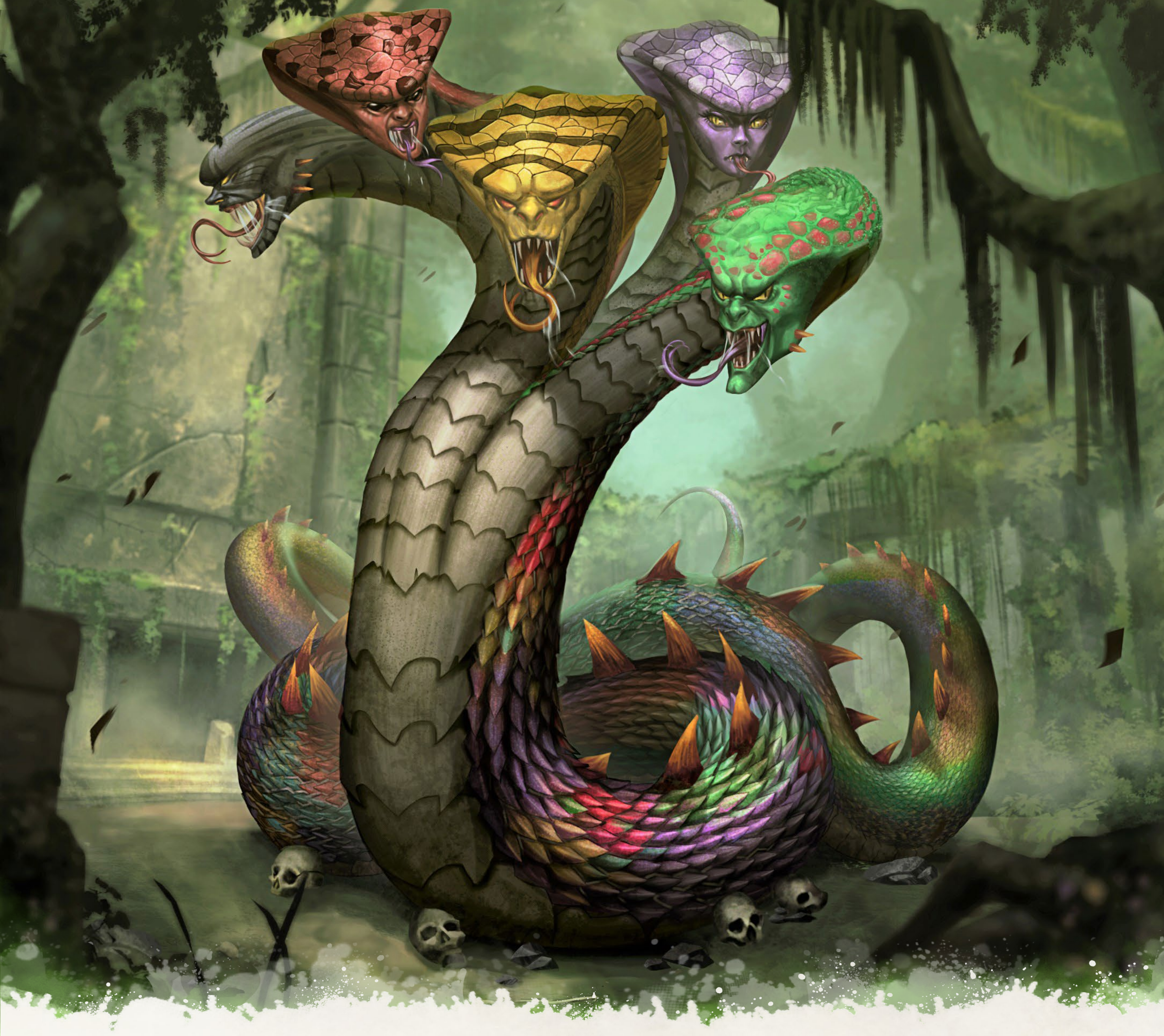
Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw or become poisoned for 1 minute. Until this poison ends, the target is unconscious and is in a deep sleep. An unconscious creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the unconscious creature takes damage, or someone uses an action to shake or slap it awake, it gains advantage on its saving throw.

Spellcasting. The naga casts one of the following spells, requiring only verbal components and Charisma as the spellcasting ability (spell save DC 15):

At will: *friends, mage hand, minor illusion, vicious mockery* (2d4)
1/day each: *banishment, counterspell, dissonant whispers, invisibility, legend lore, major image, polymorph, synaptic static*

BONUS ACTIONS

Taunt (4/Day). The naga targets one creature within 30 feet of it. If the target can hear the naga, the target must succeed on a DC 15 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the naga's next turn.



NAGAHYDRA

The nagahydra is a fearsome monstrosity that appears as a 50-foot long, five-headed naga. Multicolored, reticulated scales cover the nagahydra's 3-foot diameter body, with singular hues branching out to each of the five heads - bright crimson, deep purple, emerald green, onyx black, and golden yellow. Fiery-orange spines line the back of its serpentine body. Each head of the nagahydra can be male or female and has its own personality and motivations. The heads may at times argue and bicker with one another, but never to the point of attacking each other.

Cruel Overlord. While not inherently evil, the nagahydra is still a cruel, selfish, and vicious monster. It relishes hunting lesser beings for food, stalking its prey through ancient forests and dismal swamps. It enjoys being worshiped by those who seek its blessing and security. In return, the nagahydra aids and protects its subjects from hostile creatures, sickness, and natural calamities. However, the nagahydra demands sacrifice and tribute from its followers, punishing those who fail to do so severely.

Multiple Heads. The nagahydra is a formidable threat in battle. It can attack with all heads and its powerful tail. Each of its heads is capable of delivering a deadly, venomous bite. Although its heads can be severed, the nagahydra magically regrows them in short order.

Multiheaded Spellcaster. What makes the nagahydra very dangerous is each head's ability to cast and maintain concentration of its spells. If the nagahydra is forced to make a Constitution saving throw to maintain concentration on any of its spells, it doesn't automatically lose concentration of all its spells. Instead, each head that has an active spell requiring concentration must make that saving throw. If a nagahydra anticipates a challenging encounter, it will protect itself by casting both *greater invisibility* and *stoneskin*. If it expects enemy mages, it will also cast *globe of invulnerability* to prevent enemy counterspells and the possible targeted dispelling of the naga's protective spells.

A Nagahydra's Lair

A nagahydra haunt gloomy forests, primeval jungles, and dismal swamps. It makes its lair in the overgrown ruins of ancient cities, with the outskirts protected by its spells, magical traps, and minions.

Lair Actions

On initiative count 20 (losing initiative ties), the nagahydra takes a lair action to cause one of the following effects; the nagahydra can't use the same effect two rounds in a row.

- The nagahydra causes spectral snakes to appear from a point it can see within 120 feet of it. Each creature within 20 feet of that point take 7 (2d6) piercing damage and must succeed on a DC 17 Constitution saving throw or become poisoned until the end of its next turn. While poisoned in this way, the creature has disadvantage on all saving throws.
- The nagahydra targets up to five creatures it can see within 60 feet of it. The target must succeed on a DC 19 Wisdom saving throw or become frightened until the end of its next turn.
- The nagahydra regrows one of its heads.

Regional Effects

The region containing a nagahydra's lair is warped by the nagahydra's magic, which creates one or more of the following effects:

- The land within 6 miles of the lair takes twice as long as normal to traverse, since the vegetation grow thick and twisted.
- Within 1 mile of its lair, the nagahydra ignores movement impediments and damage from normal plants. The plants remove themselves from the nagahydra's path.
- Fog lightly obscures the land within 6 miles of the lair.

If the nagahydra dies, these effects fade over the course of 1-10 days.

Nagahydra

Huge Monstrosity, typically Chaotic Neutral

Armor Class 19 (natural armor)
Hit Points 218 (19d12 + 95)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	20 (+5)	20 (+5)	18 (+4)	18 (+4)

Saving Throws Dex +8, Con +11, Int +11, Wis +10
Skills Perception +10
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 20
Languages Abyssal, Celestial, Common, Draconic, Infernal
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Legendary Resistance (3/Day). If the nagahydra fails a saving throw, it can choose to succeed instead.

Multiple Heads. The nagahydra has five heads. While it has more than one head, it has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the nagahydra takes 50 or more damage in a single turn, one of its heads dies (determined randomly). If all its heads die, the nagahydra dies. At the end of its turn, it grows one head that died since its last turn, unless it has taken fire damage since its last turn. The nagahydra regains 30 hit points each time it regrows a head in this way.

Multiheaded Spellcaster. Each head of the nagahydra can cast and maintain concentration of its own spell. If the nagahydra is forced to make a Constitution saving throw to maintain concentration on any of its spells, each head that has an active spell requiring concentration must make that saving throw.

Rejuvenation. If it dies, the nagahydra returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Reactive Heads. For each head the nagahydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Spell Penetration. When the naga casts a spell and is interrupted by an enemy's counterspell, treat the spell's level as 3 levels higher.

Wakeful. While the nagahydra sleeps, at least one of its heads is awake.

Actions

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. *Hit:* 15 (3d6 + 5) bludgeoning damage, and it must succeed on a DC 19 Dexterity saving throw or be pushed horizontally up to 10 feet away and be knocked prone.

Spellcasting. The naga casts one of the following spells, requiring only verbal components and Charisma as the spellcasting abilit (spell save DC 19, +11 to hit with spell attacks):

At will: *fire bolt* (3d10), *mage hand, prestidigitation, sword burst* (3d6), *true strike*
2/day each: *counterspell, dispel magic, fireball, misty step, shield*
1/day each: *cone of cold, chain lightning, dominate person, forcecage, globe of invulnerability, greater invisibility,* maddening darkness, polymorph, stoneskin**

*The nagahydra casts these spells on itself before combat.

Legendary Actions

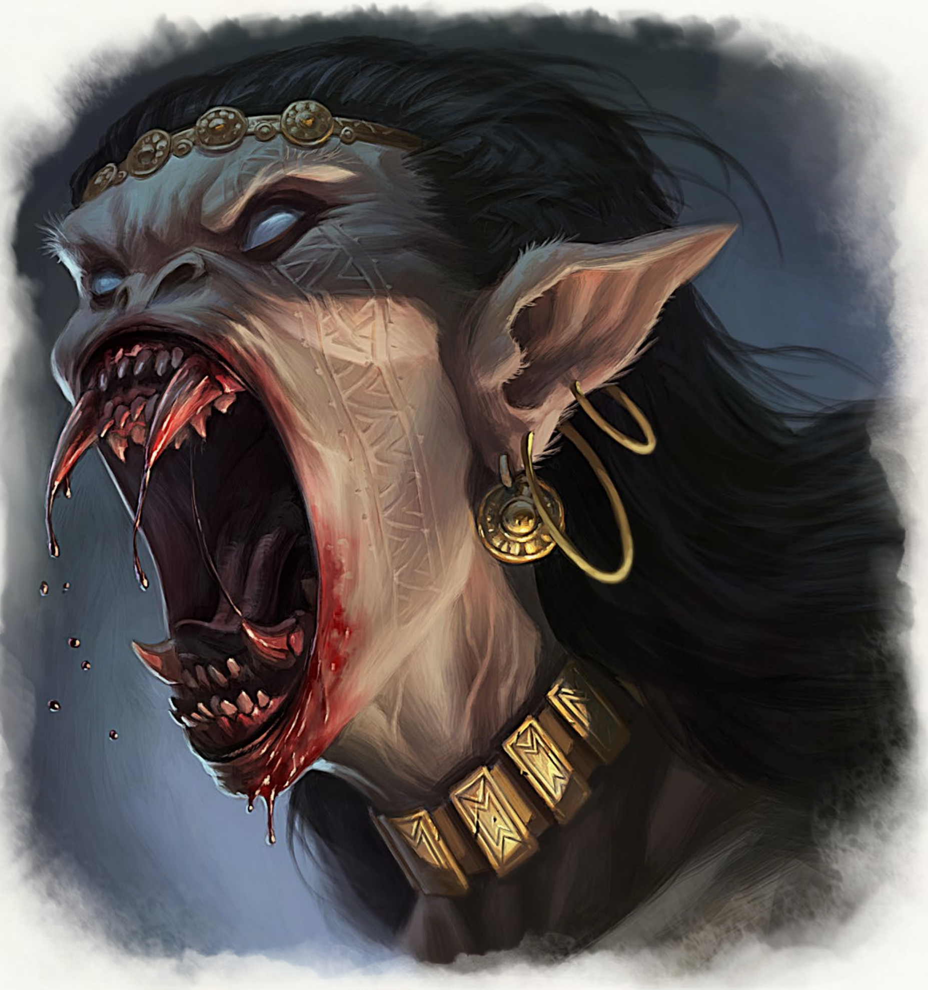
The nagahydra can take as many legendary actions as it has heads, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The nagahydra regains spent legendary actions at the start of its turn.

The nagahydra's legendary action options are associated with its five naga heads (a bite and a cast spell for each). Once the nagahydra chooses a legendary action option for one of its heads, it can't choose another one associated with that head until the start of its next turn.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 13 (3d8) poison damage on a failed save, or half as much damage on a successful one.

Cast a Spell (Costs 2 Actions). The nagahydra uses Spellcasting.

NOSFERATU



The nosferatu is a vampire-like, undead creature (Van Richten's Guide To Ravenloft, pg. 238).

NOSFERATU ALPHA

An alpha is the leader of a nosferatu pack and is often the progenitor of its members. The alpha exhibits greater cunning, strength, and resilience. The alpha, unlike its kind, is capable of prolonged lucid thinking and can keep its bloodthirsty urges in check long enough to have a decent conversation.

NOSFERATU MASTER

The master rules over all nosferatu in a given region. It is an ancient, malevolent, and powerful undead being. It is the oldest of all nosferatu, often the blood parent or origin of the alphas that serve it, and is revered by its kind. Unlike other nosferatu, the master is fully lucid, can control its feral instincts, and has bat-like wings, making it very dangerous.

NOSFERATU ALPHA

Medium Undead, typically Chaotic Evil

Armor Class 18 (natural armor)
Hit Points 126 (12d8 + 72)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	22 (+6)	8 (-1)	18 (+4)	15 (+2)

Saving Throws Dex +8, Con +10, Wis +8
Skills Intimidation +10, Perception +8, Stealth +12
Damage Resistances necrotic
Condition Immunities charmed, frightened
Senses darkvision 120 ft., passive Perception 18
Languages the languages it knew in life
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Pack Tactics. The nosferatu has advantage on an attack roll against a creature if at least one of the nosferatu's allies is within 5 feet of the creature and the ally isn't incapacitated.

Packmaster. An allied nosferatu that starts its turn within 30 feet of this nosferatu that can see or hear this nosferatu gains Pack Tactics until the start of its next turn, provided this nosferatu isn't incapacitated.

Regeneration. The nosferatu regains 10 hit points at the start of each of its turns if it has at least 1 hit point and isn't in sunlight. If the nosferatu takes radiant damage, this trait doesn't function until the start of the nosferatu's next turn.

Spider Climb. The nosferatu can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Hypersensitivity. The nosferatu takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Unusual Nature. The nosferatu doesn't require air.

ACTIONS

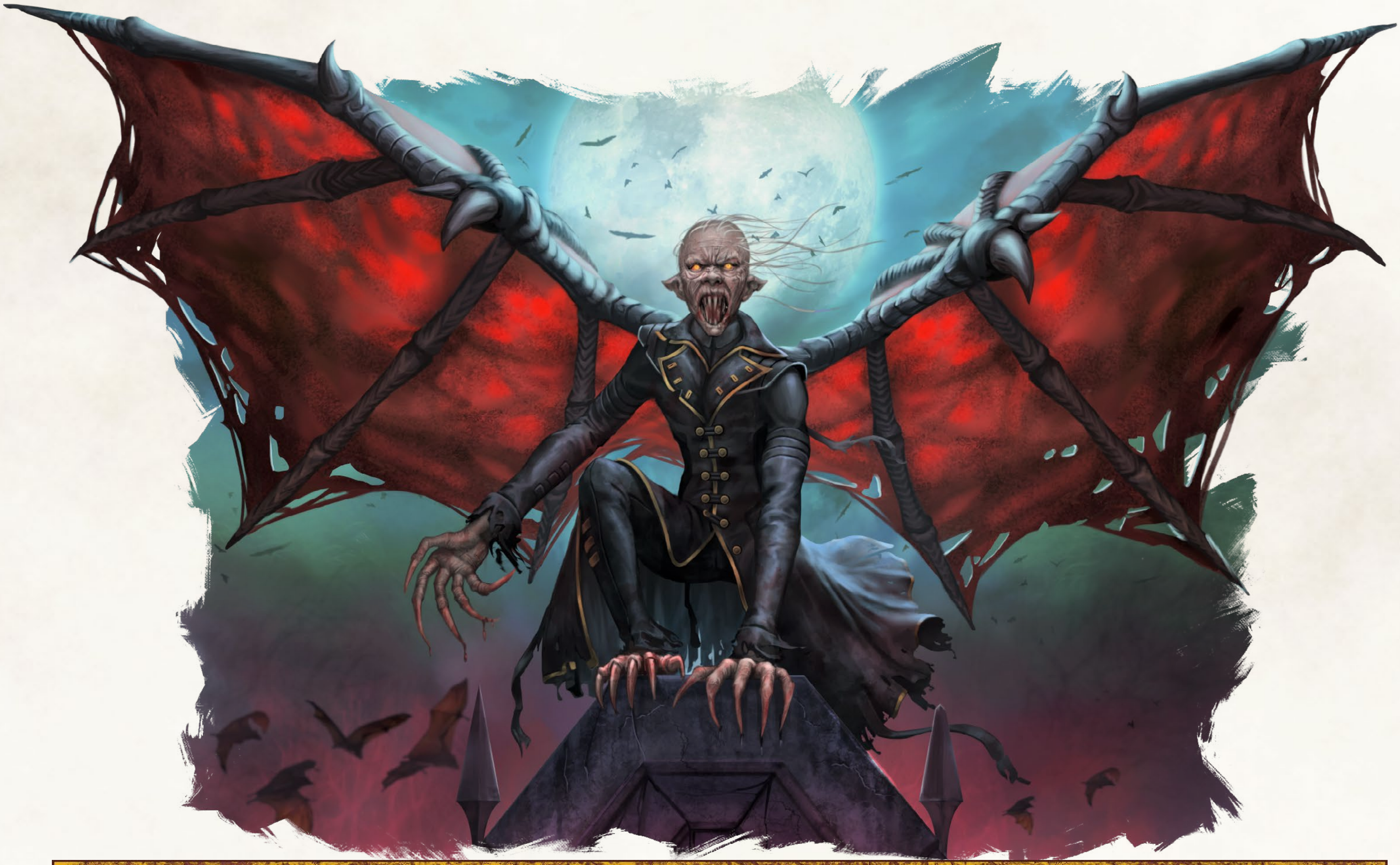
Multiattack. The nosferatu makes two Claw attacks followed by one Bite attack. If both Claw attacks hit the same creature, the Bite attack is made with advantage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 10 (1d8 + 6) piercing damage plus 7 (2d6) necrotic damage. If the target is missing any of its hit points, it instead takes 11 (2d10) necrotic damage.

The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the nosferatu regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0. A Humanoid slain in this way and then buried in the ground rises as a nosferatu after 1d10 days.

Blood Disgorge (Recharge 5–6). The nosferatu vomits blood in a 15-foot cone. Each creature in that area must make a DC 18 Constitution saving throw. On a failed save, a creature takes 22 (5d8) necrotic damage, and it can't regain hit points for 1 minute. On a successful save, the creature takes half as much damage with no additional effects.



Nosferatu Master

Medium Undead, typically Chaotic Evil

Armor Class 19 (natural armor)
Hit Points 168 (16d8 + 96)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	20 (+5)	22 (+6)	8 (-1)	20 (+5)	16 (+3)

Saving Throws Dex +10, Con +11, Wis +10
Skills Intimidation +13, Perception +10, Stealth +15
Damage Resistances necrotic
Condition Immunities charmed, frightened
Senses darkvision 120 ft., passive Perception 20
Languages the languages it knew in life
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Legendary Resistance (3/Day). If the nosferatu fails a saving throw, it can choose to succeed instead.

Regeneration. The nosferatu regains 10 hit points at the start of each of its turns if it has at least 1 hit point and isn't in sunlight. If the nosferatu takes radiant damage, this trait doesn't function until the start of the nosferatu's next turn.

Spider Climb. The nosferatu can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Hypersensitivity. The nosferatu takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Unusual Nature. The nosferatu doesn't require air.

Actions

Multiattack. The nosferatu uses Terrifying Presence. It then makes two Claw attacks followed by one Bite attack. If both Claw attacks hit the same creature, the Bite attack is made with advantage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 10 (1d8 + 6) piercing damage plus 10 (3d6) necrotic damage. If the target is missing any of its hit points, it instead takes 16 (3d10) necrotic damage.

The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the nosferatu regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0. A Humanoid slain in this way and then buried in the ground rises as a nosferatu after 1d10 days.

Terrifying Presence. Each creature of the nosferatu's choice that the nosferatu can see within 120 feet of it must succeed on a DC 16 Wisdom saving throw or become frightened of the nosferatu for 1 minute. The frightened creature is paralyzed. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the nosferatu's Terrifying Presence for the next 24 hours.

Blood Disgorge (Recharge 5–6). The nosferatu vomits blood in a 15-foot cone. Each creature in that area must make a DC 19 Constitution saving throw. On a failed save, a creature takes 27 (6d8) necrotic damage, and it can't regain hit points for 1 minute. On a successful save, the creature takes half as much damage with no additional effects.

Legendary Actions

The nosferatu can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The nosferatu regains spent legendary actions at the start of its turn.

Claw. The nosferatu makes one Claw attack.
Move. The nosferatu moves up to its speed.
Mauling Pounce (Costs 3 Actions). The nosferatu moves up to its speed without provoking opportunity attacks, and it can make one Claw attack against each creature it moves past.

OPINICUS

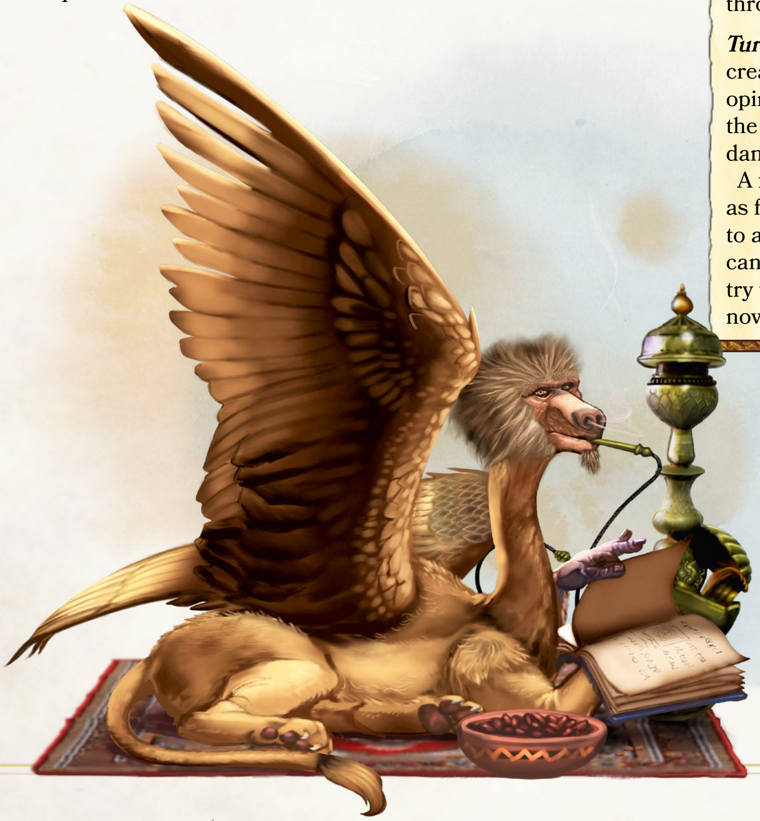
OPINICUS

The benevolent opinicus is an odd-looking blend of several animals. It has the body and neck of a camel, a baboon's face, the mane and tail of a lion, and an eagle's wings. Its fur ranges from light tan to golden brown, with darker shades on its face and wings. The forepaws of an opinicus have opposable thumbs, allowing the creature to grasp things and use them the same way as humanoids could. It has a long lifespan, being able to live for several centuries.

Wise and Witty. The opinicus is known for its knowledge, wisdom, and sense of humor. It has a penchant for playing pranks and telling jokes and enjoys the company of like-minded creatures. It particularly relishes having an audience and bantering with bards. It has been known to accompany or follow adventuring parties just for its amusement. While they may tend to get annoyed by the opinicus's constant witty remarks and playful tricks, adventurers tolerate it because of the aid the opinicus can provide them.

Divine Champion. Though it always tries to avoid combat, the opinicus will not hesitate to fight if it is defending innocent and helpless creatures, especially against evil supernatural attackers. It despises fiends, jackalweres, lamias, evil nagas, and undead, showing a rare ferocity when fighting these malevolent foes. The opinicus moves surprisingly quick and attack opponents with its claws. What makes it a dangerous opponent, though, is its array of magical abilities. It can cast potent psionic and divine spells, can turn undead, and even become ethereal. It can also project a radiant beam from its eyes, burning and blinding those unfortunate enough to get caught in it.

Desert Dweller. The opinicus can be encountered in vast desert regions and spends most of its time exploring, collecting and preserving literary works of art. If not, it is either poring through its newly acquired items or projecting itself to the astral plane. The opinicus lives in long-forgotten ruins of old temples, shrines, and sand-buried palaces in the desert. It keeps its home immaculately clean as it tends to entertain the occasional friendly visitor, which is often a djinni, iridescent naga, lammasu, shedu, or threskisphinx.



OPINICUS

Large Monstrosity, typically Chaotic Good

Armor Class 13 (natural armor)
Hit Points 59 (7d10 + 21)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	16 (+3)	17 (+3)	15 (+2)

Saving Throws Dex +4, Int +6, Wis +6
Skills Insight +6, Perception +9, Religion +9
Senses passive Perception 19
Languages Auran, Celestial, Common, telepathy 60 ft.
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Uncanny Senses. The opinicus can't be surprised while it isn't incapacitated.

ACTIONS

Multiattack. The opinicus makes two Claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Etherealness. The opinicus magically enters the Ethereal Plane from the Material Plane, or vice versa.

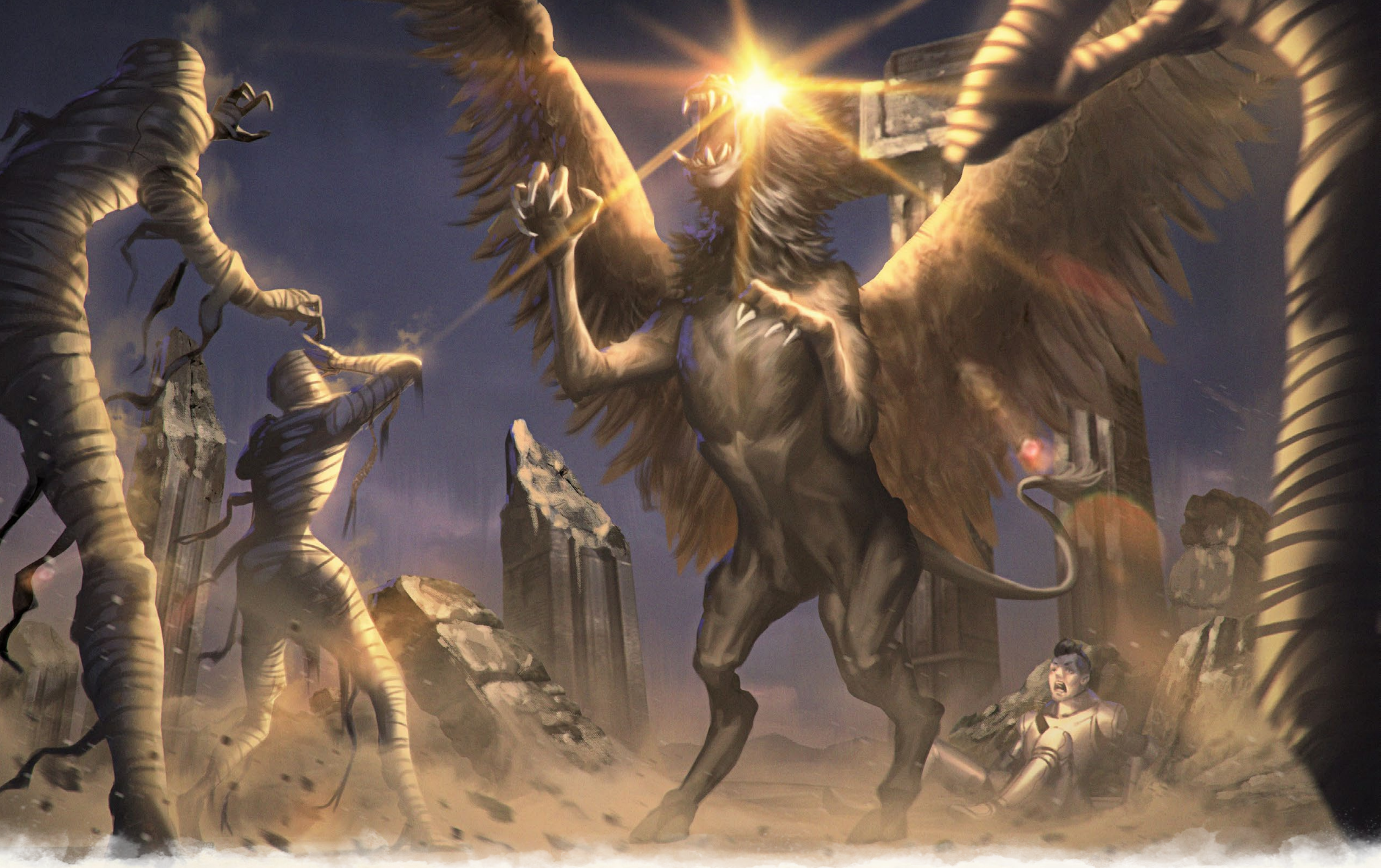
Spellcasting. The opinicus casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *absorb elements, invisibility, light, misty step, sacred flame* (2d8)*, shield, thunderwave* (as a 2nd-level spell)
1/day each: *astral projection, banishment, dimension door, remove curse, telekinesis*

Radiant Gaze (Recharge 5–6). The opinicus's eyes burn intensely like the sun, emitting radiant energy in a 30-foot cone. Each fiend, ooze, and undead in that area must make a DC 14 Constitution saving throw. On a failed save, a creature takes 27 (6d8) radiant damage and is blinded until the end of its next turn. On a successful save, a creature takes half as much damage and isn't blinded. Creatures with sunlight sensitivity must also make their saving throws but only against being blinded.

Turn Undead (Recharges after a Short or Long Rest). Each undead creature within 30 feet of the opinicus and can see and hear the opinicus must make a DC 14 Wisdom saving throw. On a failed save, the undead creature is frightened for 1 minute or until it takes any damage. Undead creatures of CR 1/2 or less are destroyed.

A frightened undead creature must spend its turns trying to move as far away from the opinicus as it can, and it can't willingly move to a space within 30 feet of it. The frightened undead creature also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.



Opinicus, Greater

Large Monstrosity, typically Chaotic Good

Armor Class 13 (natural armor)
Hit Points 119 (14d10 + 42)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	18 (+4)	19 (+4)	16 (+3)

Saving Throws Dex +5, Int +8, Wis +8
Skills Arcana +8, Insight +8, Perception +12, Religion +12
Senses passive Perception 22
Languages Auran, Celestial, Common, telepathy 60 ft.
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Uncanny Senses. The opinicus can't be surprised while it isn't incapacitated.

Actions

Multiattack. The opinicus makes two Claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 7 (2d6) radiant damage.

Etherealness. The opinicus magically enters the Ethereal Plane from the Material Plane, or vice versa.

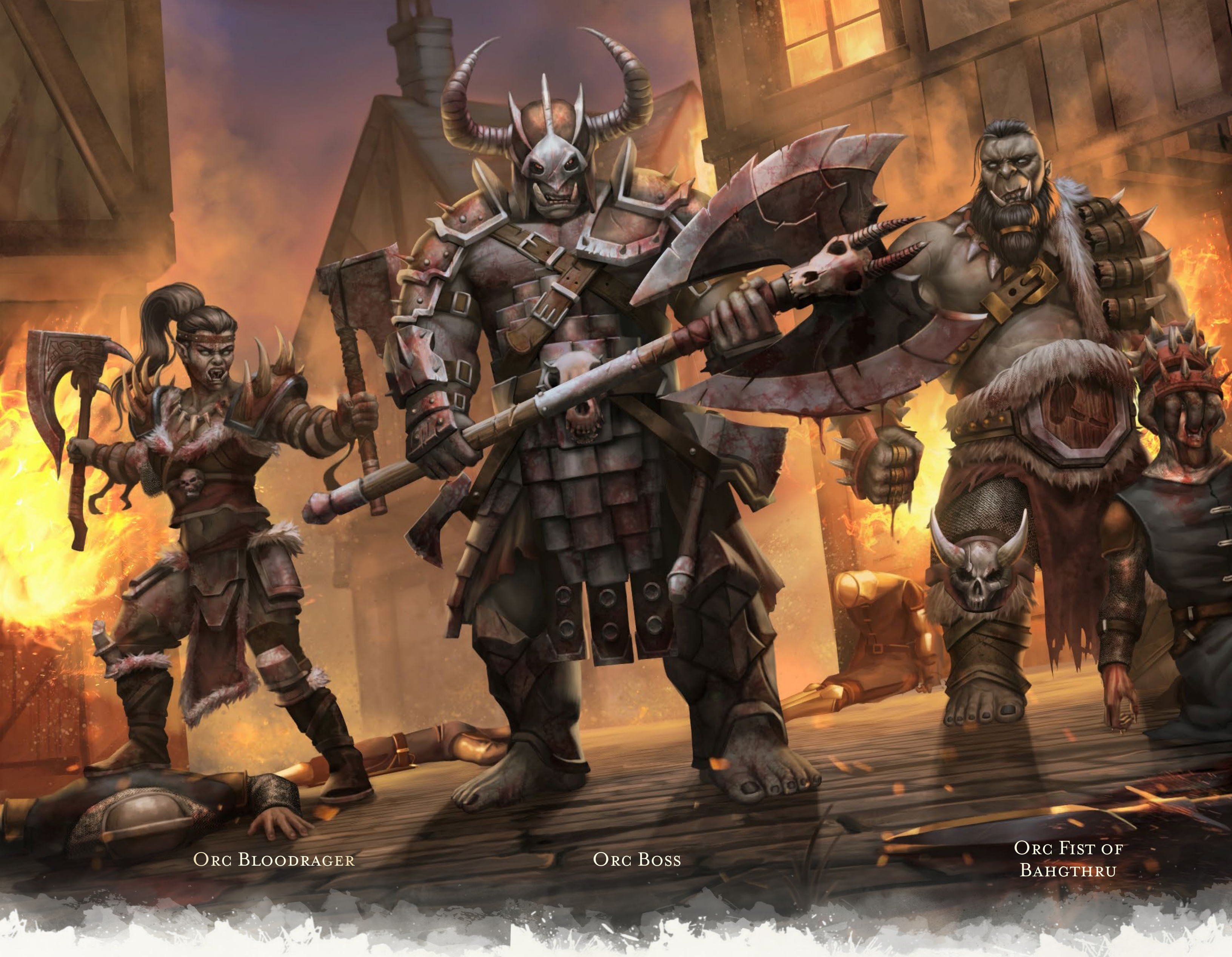
Spellcasting. The opinicus casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

At will: *absorb elements, invisibility, light, misty step, sacred flame* (3d8), *shield, thunderwave* (4d8)
2/day each: *banishment, dimension door, remove curse, telekinesis*
1/day each: *astral projection, divine word, heal*

Radiant Gaze (Recharge 5–6). The opinicus's eyes burn intensely like the sun, emitting radiant energy in a 30-foot cone. Each fiend, ooze, and undead in that area must make a DC 16 Constitution saving throw. On a failed save, a creature takes 40 (9d8) radiant damage and is blinded until the end of its next turn. On a successful save, a creature takes half as much damage and isn't blinded. Creatures with sunlight sensitivity must also make their saving throws but only against being blinded.

Turn Undead (Recharges after a Short or Long Rest). Each undead creature within 30 feet of the opinicus and can see and hear the opinicus must make a DC 16 Wisdom saving throw. On a failed save, the undead creature is frightened for 1 minute or until it takes any damage. Undead creatures of CR 3 or less are destroyed.

A frightened undead creature must spend its turns trying to move as far away from the opinicus as it can, and it can't willingly move to a space within 30 feet of it. The frightened undead creature also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.



Orcs

Orc Bloodrager

The bloodrager is a savage barbarian that fights with bladed weapons in each hand. It enters into a rage as soon as combat starts and gets emboldened when it draws blood from its enemies.

Orc Boss

The orc boss is a cruel and oppressive brute, commanding its underlings through sheer intimidation. It is a mighty combatant and is highly skilled in the use of its massive axe. It can maim an opponent with a single strike or slash multiple enemies with it as it moves on the battlefield.

Orc Fist of Bahgtru

This fearsome and brutish orc is the favored warrior of Bahgtru the Leg Breaker, the orc deity of strength, and the son of Gruumsh and Luthic. Like its patron, the Orc Fist of Bahgtru prefers to only use its fists instead of melee weapons. It wears spiked gauntlets that are always stained with blood. In combat, it clobbers its foes with vicious hammer fists and snaps their bones like twigs.

Orog Battle Priestess of Luthic

The orog battle priestesses of Luthic raise and guide orcs to become warriors. They ensure their orc allies do not break ranks and turn on each other. In battle, they can empower their wounded allies, cursing the enemies they hit.

Orog Hag of Luthic

These female orog warlocks serve the Cave Mother as her agents of vengeance. Aside from their destructive earth-based elemental spells, they can unleash a blood storm, raining deadly necrotic liquid on their enemies.

Orog Warlord of Luthic

This menacing orog is a cunning battle tactician and skilled warrior favored by the Cave Mother. In combat, it wields a pike with deadly skill, terrifies enemies, and inspires its wounded allies into a blood frenzy.

The orog warlord will either be the chieftain of an orc tribe or an outcast leader that leads a ragtag lot of humanoid and giant mercenaries.

ORC BLOODRAGER

Medium Humanoid (Orc), typically Chaotic Evil

Armor Class 14
Hit Points 52 (7d8 + 21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	8 (-1)	12 (+1)	10 (+0)

Saving Throws Str +5, Con +5
Skills Athletics +5, Intimidation +2
Senses darkvision 60 ft., passive Perception 11
Languages Common, Orc
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Reckless. At the start of its turn, the orc can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Unarmored Defense. While the orc is wearing no armor, its AC includes its Constitution modifier.

ACTIONS

Multiattack. The orc makes three melee attacks: two with its Battleaxe attacks and one with its Handaxe.

Battleaxe. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage or 9 (1d8 + 5) slashing damage while raging, 8 (1d10 + 3) slashing damage if used with two hands or 10 (1d10 + 5) slashing damage if used with two hands while raging.

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage or 8 (1d6 + 5) slashing damage while raging.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 8 (1d6 + 5) piercing damage while raging.

BONUS ACTIONS

Aggressive. The orc moves up to its speed toward a hostile creature it can see.

Blood for Blood. While raging, when the orc deals melee weapon damage to an enemy creature, the orc gains 10 temporary hit points.

Rage (Recharges after a Short or Long Rest). The orc enters a rage. The rage lasts for 1 minute or until the orc is incapacitated. While raging, the orc gains the following benefits:

- The orc has advantage on Strength checks and Strength saving throws
- When it makes a melee weapon attack, the orc gains a +2 bonus to the damage roll (included in the attack).
- The orc has resistance to bludgeoning, piercing, and slashing damage.

REACTIONS

Retaliation. When the orc takes damage from a creature within 5 feet of it, the orc can make one melee weapon attack against the creature.

ORC BOSS

Medium Humanoid (Orc), typically Chaotic Evil

Armor Class 15 (scale mail)
Hit Points 110 (13d8 + 52)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	8 (-1)	12 (+1)	14 (+2)

Saving Throws Str +7, Con +7
Skills Athletics +7, Intimidation +8
Senses darkvision 60 ft., passive Perception 11
Languages Common, Orc
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Legendary Resistance (1/Day). If the orc fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The orc makes two attacks.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Whirling Axe (Recharge 5–6). The orc moves up to its walking speed without provoking opportunity attacks and targets each creature within 5 feet of it during its movement. Each target must succeed on a DC 15 Dexterity saving throw or take 17 (2d12 + 4) slashing damage.

BONUS ACTIONS

Aggressive. The orc moves up to its speed toward a hostile creature it can see.

LEGENDARY ACTIONS

The orc can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The orc regains spent legendary actions at the start of its turn.

Charge. The orc moves up to its speed.

Intimidate Foe. The orc targets one creature it can see within 30 feet of it. If the target can see and hear the orc, it must make a DC 13 Wisdom saving throw or become frightened of the orc until the end of the orc's next turn.

Attack (Costs 2 Actions). The orc makes a melee or ranged attack.

Maim (Costs 3 Actions). The orc attacks with its greataxe. If the attack hits, the target takes an extra 6 (1d12) slashing damage and the target must make a DC 15 Constitution saving throw. On a failed save, the target has disadvantage on attack rolls and ability checks, and can't take reactions. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A target that regains all of its hit points also ends the effect.

Orc Fist of Bahgtru

Medium Humanoid (Orc), typically Chaotic Evil

Armor Class 13 (hide armor)
Hit Points 102 (12d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	6 (-2)	12 (+1)	14 (+2)

Saving Throws Str +8, Con +7
Skills Athletics +8, Intimidation +8
Senses darkvision 60 ft., passive Perception 11
Languages Common, Orc
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Brute. A melee weapon deals one extra die of its damage when the orc hits with it (included in the attack).

Legendary Resistance (1/Day). If the orc fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The orc makes two Spiked Gauntlet attacks.

Spiked Gauntlet. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage plus 2 (1d4) piercing damage and if the target is a Large or smaller creature, it is grappled (escape DC 15). While grappled, the target is restrained, and the orc can't use one of its Spiked Gauntlet attacks on another target.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Bonebreaker. The orc makes one Spiked Gauntlet attack against a Large or smaller creature it is grappling. If the attack hits, the target must succeed on a DC 16 Strength saving throw. On a failed save, the target takes 10 (2d4 + 5) bludgeoning damage and has disadvantage on weapon attack rolls, Strength (Athletics) and Dexterity (Acrobatics) ability checks, and Strength and Dexterity saving throws. In addition, the target can't use reactions, its speed is halved, it can't make more than one attack on its turn, and the target can use either an action or a bonus action on its turn, but not both. These effects last until the creature regains all of its hit points.

Bonus Actions

Aggressive. The orc moves up to its speed toward a hostile creature it can see.

Legendary Actions

The orc can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The orc regains spent legendary actions at the start of its turn.

Charge. The orc moves up to its speed.

Spiked Gauntlet (Costs 2 Actions). The orc attacks with its Spiked Gauntlet.

Frighten Foes (Costs 1-3 Actions). The orc targets up to 3 enemies it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 13 Wisdom saving throw or be frightened until the end of orc's next turn. It costs 1 legendary action per target.

Clobber (Costs 3 Actions). The orc attacks with its Spiked Gauntlet. If the attack hits, the target must succeed on a DC 16 Constitution saving throw or be knocked unconscious for 1 minute. The unconscious target repeats the saving throw if it takes damage and at the end of each of its turns, ending the effect on itself on a success.

Orog Battle Priestess of Luthic

Medium Humanoid (Orc), typically Chaotic Evil

Armor Class 15 (breastplate)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	12 (+1)	17 (+3)	12 (+1)

Saving Throws Con +6, Wis +6
Skills Perception +6, Religion +4
Senses darkvision 60 ft., passive Perception 16
Languages Common, Orc
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Voice of Luthic. Provided the orog isn't incapacitated, an ally that starts its turn within 30 feet of the orog and can hear the orog gains 4 (1d8) temporary hit points and advantage on saving throws against being charmed and frightened until the start of its next turn.

Spell Penetration. When the orc casts a spell and is interrupted by an enemy's counterspell, treat the spell's level as 3 levels higher.

Actions

Multiattack. The orog makes two Warhammer attacks. Alternatively, it can make one Warhammer attack and cast one spell that takes 1 action to cast.

Warhammer. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage or 9 (1d10 + 4) bludgeoning damage if used with two hands.

Spellcasting. The orog casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *guidance, sacred flame* (2d8), *thaumaturgy, toll the dead* (2d8 or 2d12)
1/day each: *blindness/deafness, cure wounds, earth tremor, erupting earth, spike growth*, *stinking cloud*

Cave Mother's Wrath (1/Day). Each allied orc within 30 feet of the orog that doesn't have all of its hit points can use its reaction to make one melee attack. Any creature hit by an ally while affected by Cave Mother's Wrath has disadvantage on saving throws made against the orog's spells until the end of the orog's next turn. The orog can then make one Warhammer attack as a bonus action.

Bonus Actions

Aggressive. The orog moves up to its speed toward a hostile creature it can see.

Legendary Actions

The orog can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The orog regains spent legendary actions at the start of her turn.

Move. The orog moves up to half its speed.

Warhammer. The orog attacks with its Warhammer.

Cast a Spell (Costs 2 Actions). The orog uses Spellcasting.

Orog Hag of Luthic

Medium Humanoid (Orc), typically Chaotic Evil

Armor Class 12 (15 with *mage armor*)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Saving Throws Wis +5, Cha +5
Skills Arcana +4, Religion +4
Senses darkvision 60 ft., passive Perception 12
Languages Common, Orc
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Actions

Multiattack. The orog makes two Claw attacks, or four Claw attacks if she has fewer than half of her hit points remaining.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Spellcasting. The orog casts one of the following spells using Charisma as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *chill touch* (2d8), *disguise self, false life, mage armor, mage hand, lightning lure* (2d8)
2/day (as 3rd-level spells): *blindness/deafness, earthbind, erupting earth, hellish rebuke, meld into stone, spike growth*

Blood Storm (Recharge 6). A churning red cloud forms, centered on a point the hag can see within 60 feet of it and spreading to a radius of 30 feet. Blood instantly rains from the cloud and soaks everyone it hits. Each creature under the cloud when it appears must make a DC 13 Constitution saving throw against disease. On a failed save, a creature takes 14 (4d6) necrotic damage and becomes poisoned until the disease is cured. On a successful save, a creature takes half as much damage and isn't poisoned. The cloud dissipates at the end of the turn.

Bonus Actions

Aggressive. The orog moves up to its speed toward a hostile creature it can see.

Legendary Actions

The orog can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The orog regains spent legendary actions at the start of her turn.

Move. The orog moves up to half her speed without provoking opportunity attacks.

Luthic's Embrace. The orog targets a creature she can see within 30 feet of it. The target must succeed on a DC 13 Wisdom saving throw. On a failure, the target takes 4 (1d8) psychic damage and gains disadvantage to attack rolls, ability checks, and saving throws until the end of the orog's next turn.

Double Claw Pounce (Costs 2 Actions). The orog moves up to her speed and makes two Claw attacks.

Orog Sergeant

Medium Humanoid (Orc), typically Chaotic Evil

Armor Class 18 (plate)
Hit Points 68 (8d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	12 (+1)	13 (+1)	12 (+1)

Saving Throws Str +6, Con +6
Skills Intimidation +5, Survival +3
Senses darkvision 60 ft., passive Perception 11
Languages Common, Orc
Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Multiattack. The orog uses Maneuver Allies, if available. It then makes two Greataxe attacks. It can replace one of its Greataxe attacks with Command Ally.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

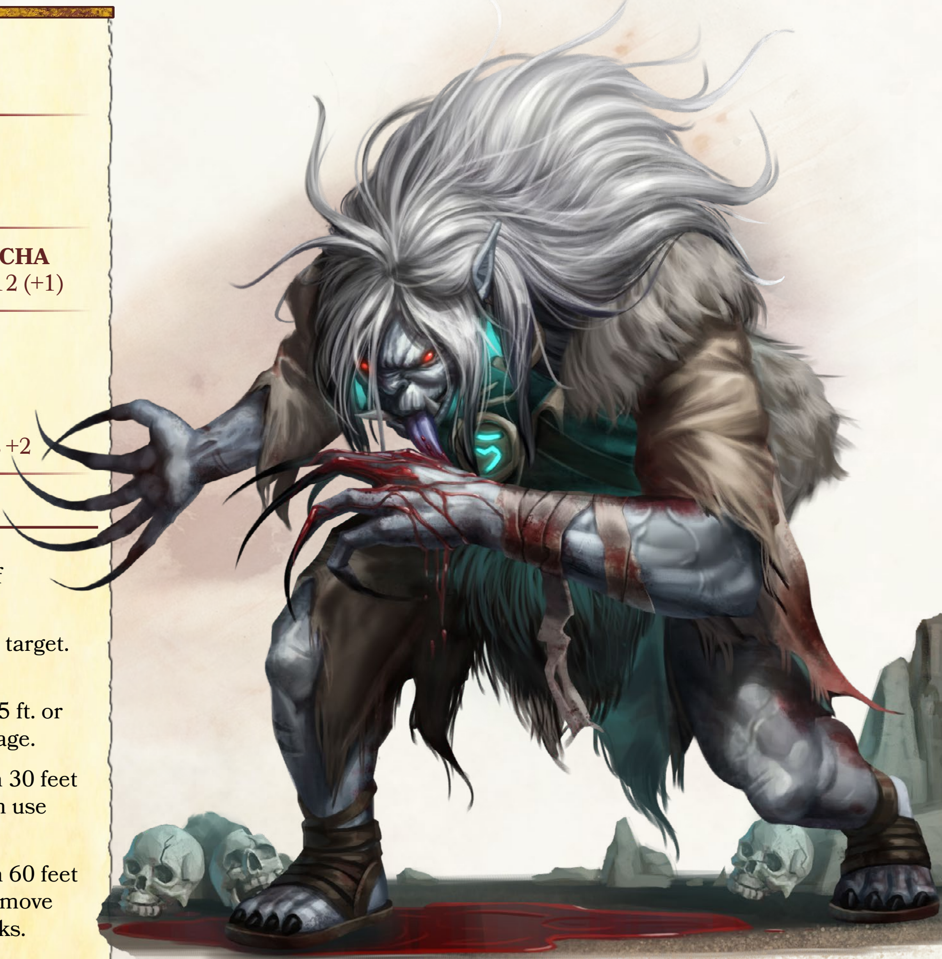
Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Command Ally. The orog targets one ally it can see within 30 feet of it. If the target can see and hear the orog, the target can use its reaction to make one weapon attack.

Maneuver Allies (Recharge 5–6). Up to three allies within 60 feet of this orog that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Bonus Actions

Aggressive. The orog moves up to its speed toward a hostile creature it can see.



OROG WARLORD OF LUTHIC

Medium Humanoid (Orc), typically Chaotic Evil

Armor Class 18 (plate)
Hit Points 102 (12d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	14 (+2)	14 (+2)	14 (+2)

Saving Throws Str +8, Con +7, Wisdom +5
Skills Intimidation +8, Survival +5
Senses darkvision 60 ft., passive Perception 12
Languages Common, Orc
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Legendary Resistance (1/Day). If the orog fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The orog uses Luthic's Boon. It then makes two Pike attacks.

Pike. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Luthic's Boon (Recharge 6). Each orc that doesn't have all of its hit points of the orog's choice that is within 30 feet of it, can hear it, and not already affected by Luthic's Boon gain advantage on attack rolls until the start of the orog's next turn.

BONUS ACTIONS

Aggressive. The orog moves up to its speed toward a hostile creature it can see.

Hand of Luthic. The orog targets one allied orc it can see within 30 feet of it that doesn't have all of its hit points. If the target can see or hear the orog, the target can use its reaction to make one melee attack with advantage on the attack roll. If the attack hits, the target gains 5 temporary hit points.

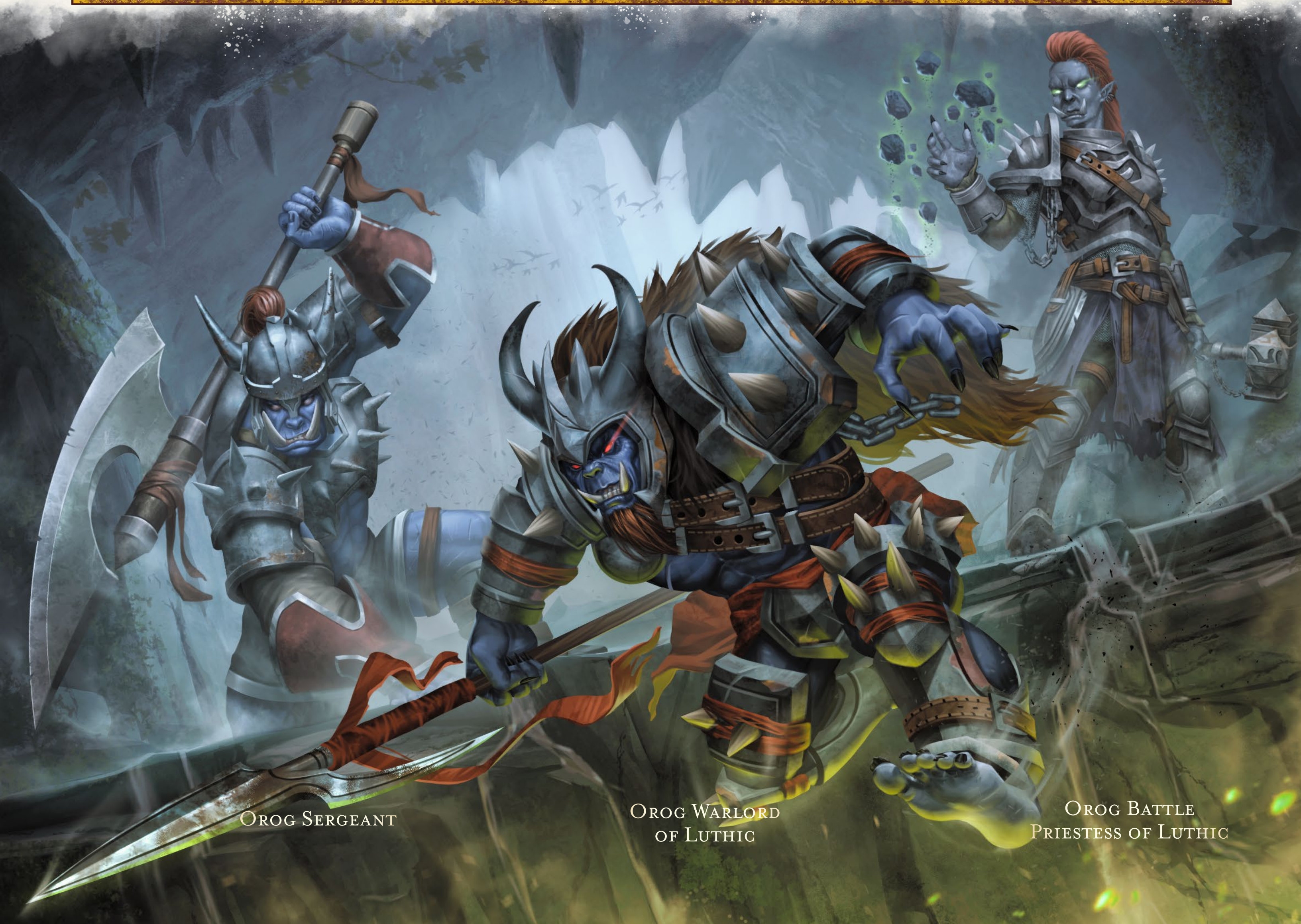
REACTIONS

Brace. When a creature the orog can see moves within reach of its melee weapon, the orog can make one melee weapon attack against the creature.

LEGENDARY ACTIONS

The orog can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The orog regains spent legendary actions at the start of its turn.

Charge. The orog moves up to its speed.
Pike (Costs 2 Actions). The orog makes a Pike attack.
Terrify Foes (Costs 1-3 Actions). The orog targets up to 3 creatures it can see within 30 feet of it. If the target can see and hear the orog, the target must succeed on a DC 13 Wisdom saving throw or become frightened until the end of the orog's next turn. A target is paralyzed while frightened in this way. It costs 1 legendary action per target.



PARAELEMENTALS

PARAELEMENTALS

A paraelemental is an amalgamation of two elemental energies bound within a single life force. Because it is a combination of two elemental forces, a paraelemental can be volatile and dangerous. While extremely rare in the Material Plane, they dwell in regions where their respective Elemental Planes overlap.

Elemental Nature. A paraelemental doesn't require air, food, drink, or sleep.

ICE PARAELEMENTAL

The ice paraelemental appears as a 9-foot tall statue of a humanoid with a serpentine-like lower body, made of translucent ice crystals. Two piercing blue eyes glow from its sockets. Its long forelimbs end in clawed hands that look like icicle spearheads, and its lower body undulates like a crawling snake. Crackling sounds come from the ice paraelemental's body as it moves, as the ice on its body constantly shifts to adjust to the paraelemental's movement.

Frost Horror. The paraelemental's frigid body generates intense cold, freezing the water it touches and leaving frost on the surface it treads. Mortal creatures unfortunate enough to get caught within this chilling aura quickly find it difficult to breathe, their warmth drained, and their bodies frozen in a matter of seconds. Those who survive long enough are finished off by the ice paraelemental's vicious claw strikes and dreaded breath attack.

Cold Companions. In the Material Plane, ice paralementals are sometimes encountered wandering in glaciers, ice caps, icy caverns, and areas where icebergs and ice floes are plentiful. A few have been discovered in the company of bheur hags, frost giant shamans, frost salamanders, ice mephits, and white dragons. Followers of Auril, Olhydra, Thrym, Ulutiu, and Yan-C-Bin summon them as well to serve as guardians.

ICE PARAELEMENTAL

Large Elemental, typically Neutral

Armor Class 14 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	5 (-3)	10 (+0)	7 (-2)

Damage Vulnerabilities fire
Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Aquan, Auran
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

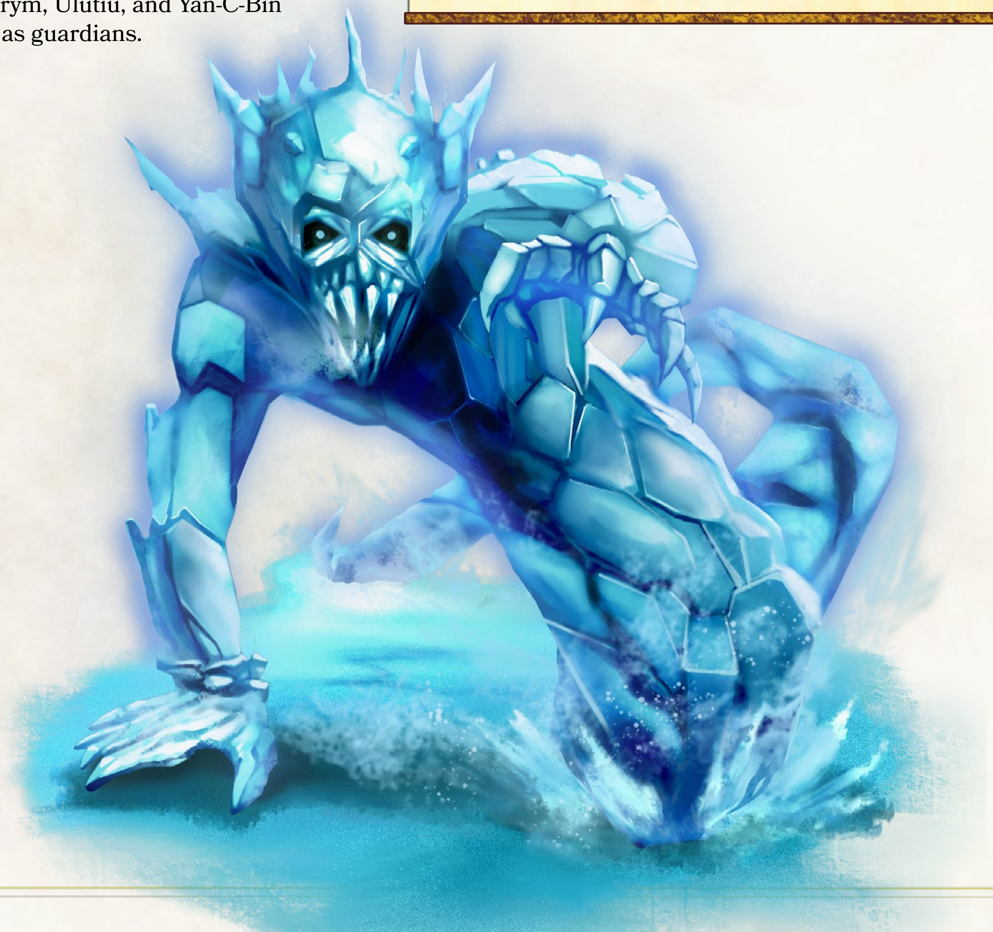
Cold Aura. While it's alive, the paraelemental generates an aura of bitter cold that fills the area within 10 feet of it. At the start of the paraelemental's turn, all nonmagical flames in the aura are extinguished. Any creature that starts its turn within 10 feet of the paraelemental takes 7 (2d6) cold damage.

ACTIONS

Multiattack. The paraelemental makes two Claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage plus 7 (2d6) cold damage.

Winter's Breath (Recharge 5–6). The paraelemental exhales icy shards in a 15-foot cone. Each creature in that area must succeed on a DC 13 Dexterity saving throw. On a failed save, a creature takes 7 (2d6) piercing damage and 7 (2d6) cold damage. If a creature fails its saving throw by 5 or more, it also suffers 1 level of exhaustion. On a successful save, a creature takes half as much damage.

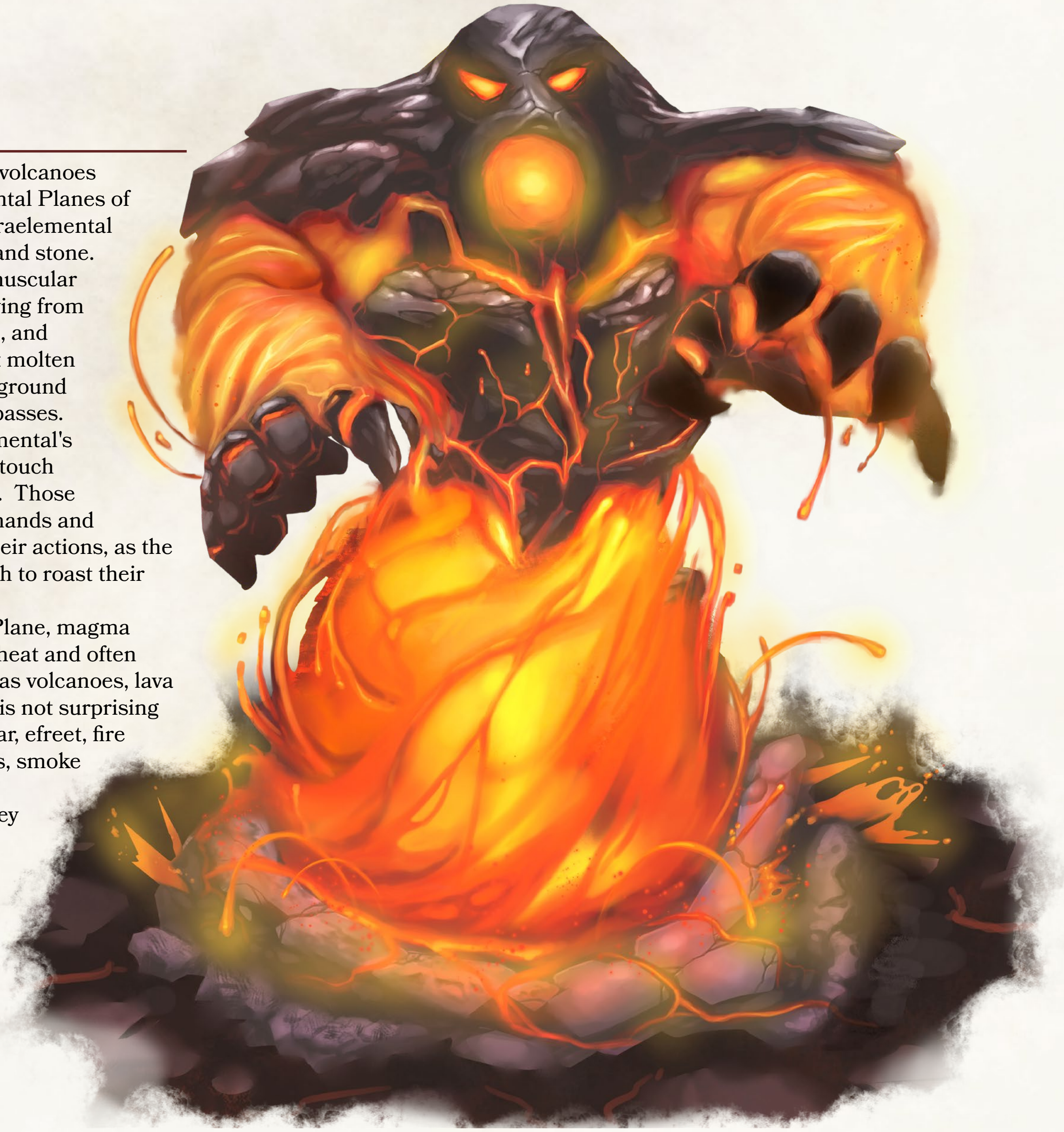


MAGMA PARAELEMENTAL

Spawned within the core of massive volcanoes located at the edges of where Elemental Planes of Earth and Fire touch, the magma paraelemental is a hulking being composed of lava and stone. Its upper body appears as a stocky, muscular humanoid with searing red lava glowing from within the cracks on its body, its eyes, and mouth. Its lower half is a mass of hot molten rock, which it uses to crawl over the ground like a snail, burning every surface it passes.

Hot-Blooded. The magma paraelemental's body is scorchingly hot that its mere touch causes flesh and objects to catch fire. Those foolish enough to strike it with bare hands and weapons soon discover the folly of their actions, as the quick contact of their attack is enough to roast their flesh.

Hot Companions. In the Material Plane, magma elementals inhabit places of intense heat and often within the presence of magma, such as volcanoes, lava beds, and deep within Toril's core. It is not surprising that they associate with azers, duergar, efreet, fire giants, magma mephits, salamanders, smoke mephits, and red dragons, serving as guards, siege troops, or smelters. They are also sometimes summoned by followers of Grumbar, Imix, Kossuth, Ogrémoch, and Surtur.



MAGMA PARAELEMENTAL

Large Elemental, typically Neutral

Armor Class 13 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	16 (+3)	5 (-3)	10 (+0)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 10
Languages Ignan, Terran
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Heated Body. A creature that touches the paraelemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Heated Weapons. When the paraelemental hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

Illumination. The paraelemental sheds bright light in a 10-foot radius and dim light in an additional 10 feet.

Siege Monster. The paraelemental deals double damage to objects and structures.

Water Susceptibility. For every 10 feet the paraelemental moves in water, or for every 2 gallons of water splashed on it, it takes 1 cold damage.

ACTIONS

Multiattack. The paraelemental makes two Slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage plus 3 (1d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Hurl Magma. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 5 (1d10) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

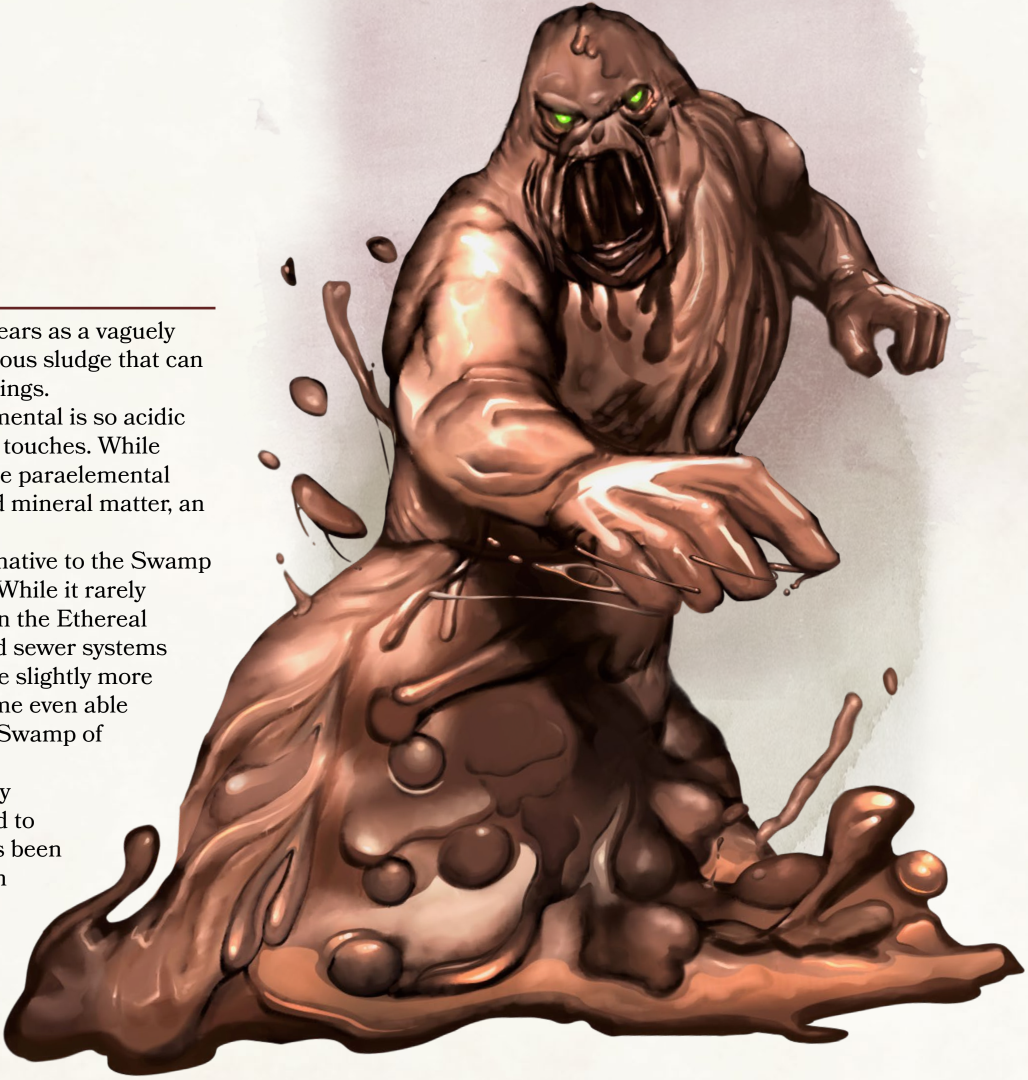
OOZE PARAELEMENTAL

The ooze paraelemental is a creature that appears as a vaguely humanoid-shaped mass of dark, writhing, noxious sludge that can squeeze through the smallest cracks and openings.

Vitriolic Form. The body of an ooze paraelemental is so acidic that it easily corrodes any nonmagical metal it touches. While it does not require food or sustenance, the ooze paraelemental cannot resist itself from dissolving organic and mineral matter, an act which it greatly enjoys and savors.

Swamp Dweller. The ooze paraelemental is native to the Swamp of Oblivion, a chaotic place of slime and mud. While it rarely leaves its home plane, it may be encountered in the Ethereal Plane, and the foulest bogs, fens, marshes, and sewer systems of the Material Plane. Ooze paraelementals are slightly more intelligent than other paraelementals, with some even able to form and lead groups to gain control of the Swamp of Oblivion.

Toxic Associates. Ooze paraelementals rarely share the company of other beings as they tend to eat anything they can dissolve. However, it has been observed that they tolerate and cohabitate with acid-breathing dragons, hags, mud mephits, oozes, and otyughs. They are subservient to Ghaunadaur, That Which Lurks, and Juiblex the Slime Lord and often work with their followers as guardians.



OOZE PARAELEMENTAL

Large Elemental, typically Neutral

Armor Class 12 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 30 ft., burrow 10 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	7 (-2)	10 (+0)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Aquan, Terran
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Amorphous. The paraelemental can move through a space as narrow as 1 inch wide without squeezing.

Corrode Metal. Any nonmagical weapon made of metal that hits the paraelemental corrodes. After dealing damage, the weapon takes a permanent and cumulative −1 penalty to damage rolls. If its penalty drops to −5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage.

The paraelemental can eat through 2-inch-thick, nonmagical metal in 1 round.

ACTIONS

Multiattack. The paraelemental makes two Slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage plus 7 (2d6) acid damage and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative −1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Hurl Acid. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 5 (1d10) acid damage and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative −1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

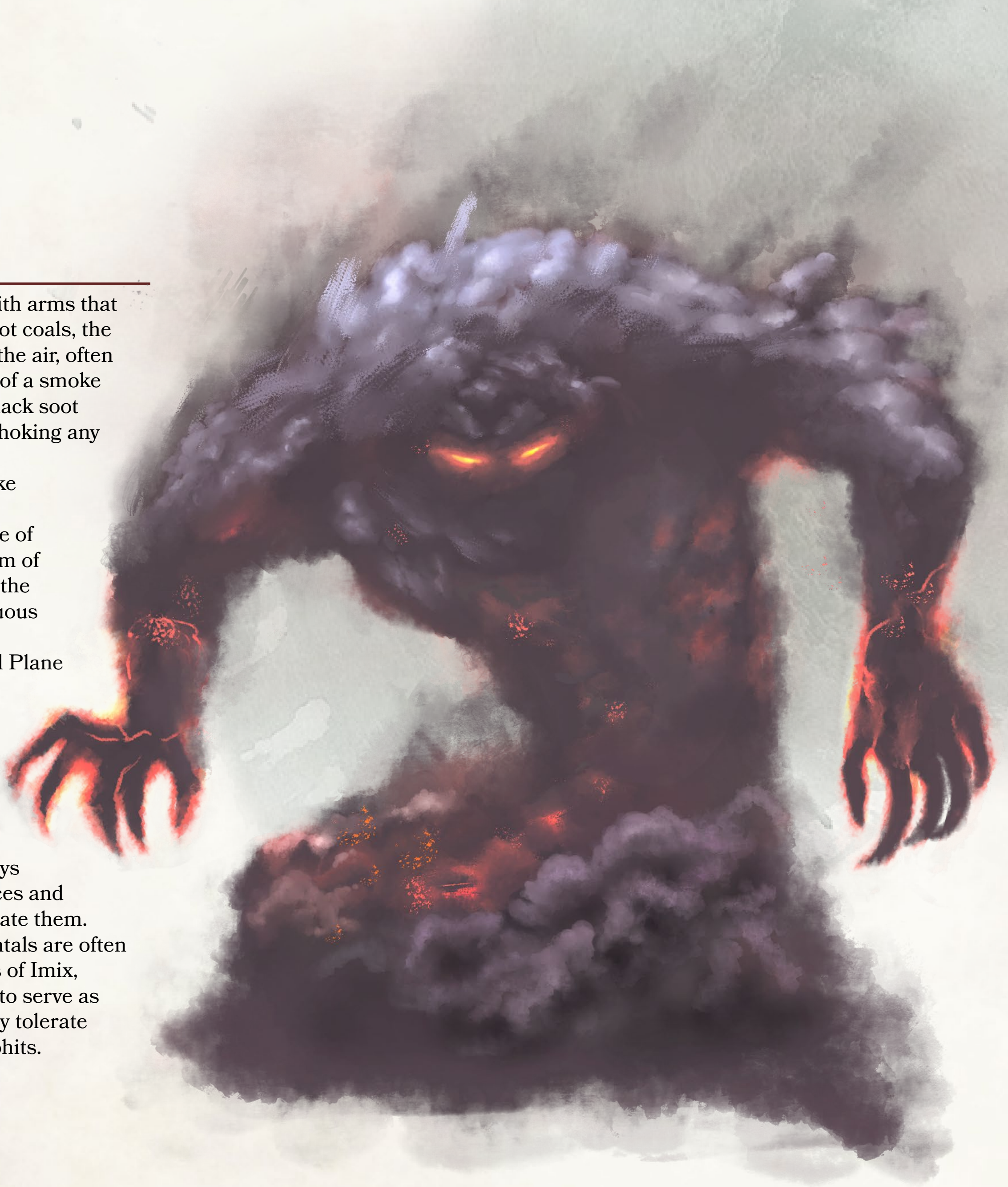
SMOKE PARAELEMENTAL

Appearing as a pillar of dark smoke with arms that end in claws and eyes that blaze like hot coals, the smoke paraelemental creeps through the air, often propelled by strong winds. The inside of a smoke paraelemental appears as a mass of black soot and embers, capable of blinding and choking any living creature that enters it.

Denizens of Fire and Ash. The smoke paraelemental is native to the Great Conflagration, also known as the Plane of Ash. It is a place of an eternal firestorm of dark plumes of smoke and ash, fed by the Plane of Fire's magma and the continuous gales from the Plane of Air. Smoke paraelementals that enter the Material Plane make their homes in active volcanoes and the driest wastelands. They are particularly common in the Smoking Mountains between the nations of Unther and Tymanther.

Horrid Asphyxiator. In combat, the smoke paraelemental slashes enemies with its red-hot claws. It always tries to engulf foes, entering their spaces and filling their lungs with smoke to suffocate them.

Warm Company. Smoke paraelementals are often summoned by efreet and the followers of Imix, Kossuth, Surtur, Talos, and Yan-C-Bin to serve as assassins, guardians, and scouts. They tolerate the company of smoke and steam mephits.



SMOKE PARAELEMENTAL

Large Elemental, typically Neutral

Armor Class 14
Hit Points 90 (12d10 + 24)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+2)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Auran, Ignan,
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Smoke Form. The paraelemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

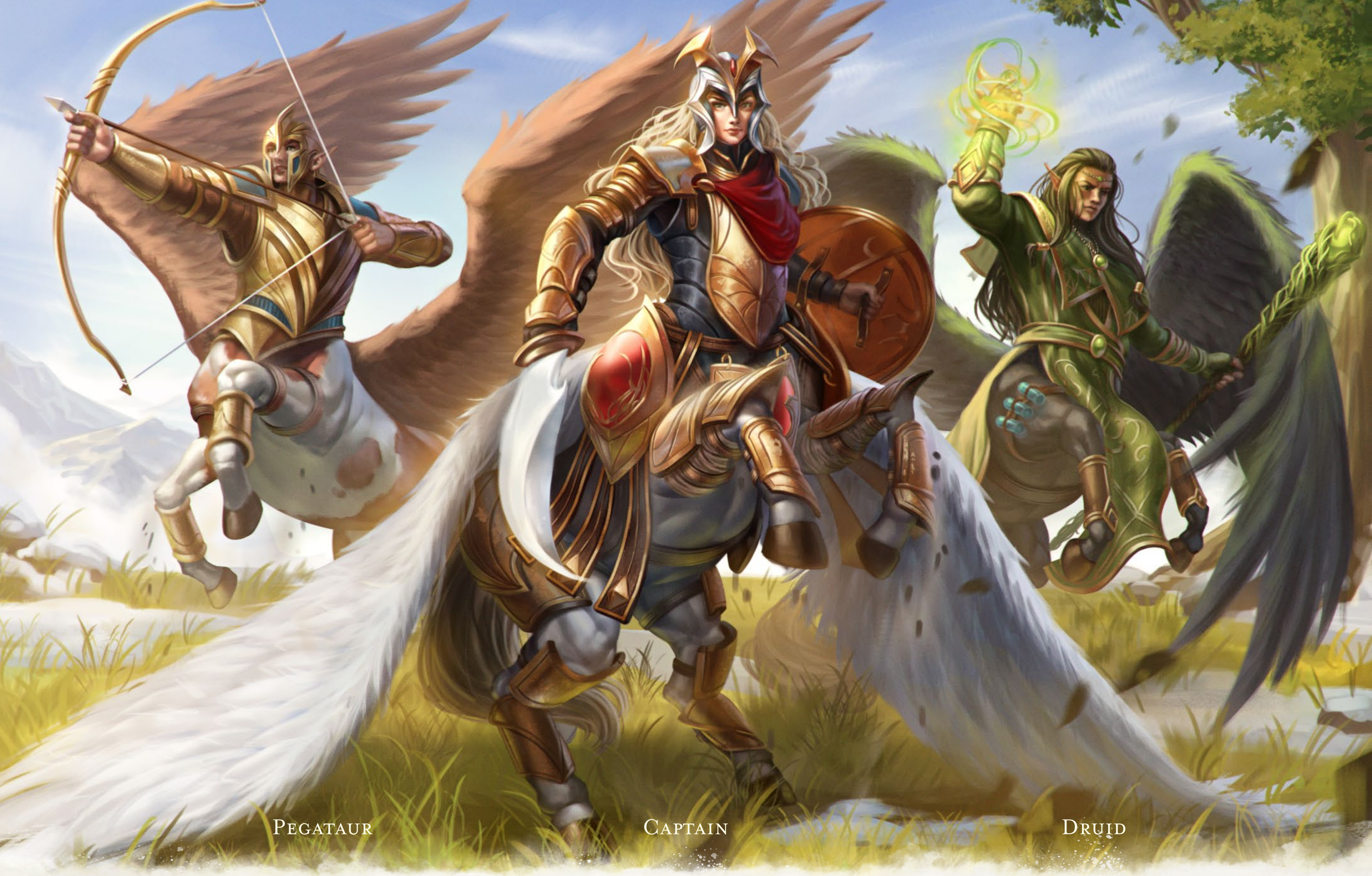
Heated Weapons. When the paraelemental hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

ACTIONS

Multiattack. The paraelemental makes two Claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 3 (1d6) fire damage.

Suffocate (Recharge 5–6). The paraelemental fills the lungs of its victims with smoke. Each creature in the paraelemental's space must make a DC 13 Constitution saving throw. On a failure, the target takes 13 (2d8 + 4) bludgeoning damage plus 3 (1d6) fire damage and begins to choke and suffocate. A suffocating creature is incapacitated and can survive a number of rounds equal to its Constitution modifier. When a creature runs out of breath, it drops to 0 hit points and is dying at the start of its next turn, and can't regain hit points or be stabilized until it can breathe again. On a successful save, the target takes half as much damage and doesn't suffocate.



PEGATAURS

PEGATAUR

The noble pegataurs are celestial creatures with the graceful upper body of a high elf and a pegasus's majestic lower body. Most pegataurs have fair-skinned upper bodies with almond blue or green eyes and long auburn, blonde, or silvery hair.

Highland Dwellers. Pegataurs are native to the Olympian Glades of Arborea, but some clans also live in the Elysium, the Happy Hunting Grounds, and the Material Plane. They build their homes on the sides of cliffs and mountains, carving out great cavern complexes with vaulted ceilings and intricately designed furnishings. Pegasi often live with pegataurs, as the latter have an affinity with pegasi and can even communicate with them.

Celestial Ties. Pegataurs obey and serve the Seldarine, the pantheon of elven gods, unquestioningly. They work with and maintain good relationships with angels, archons, elves, good-aligned cloud and storm giants, and guardinals. Adventurers needing aerial transport may seek the aid of pegataurs, as long as the adventurers are good-aligned and the reason they need it for is in line with the pegataur's beliefs and ideals.

Aerial Knights. Pegataurs are skilled aerial warriors. They typically open combat by raining their foes with arrows while remaining out of melee reach. They then finish their enemies off by charging at them with pikes.

Vigilant Sentinels. Pegataurs are wary of Lolth's followers and fiends of all types. To keep them from taking a foothold in the Material Plane, pegataurs aid elves in patrolling the highlands, valleys, and the forests. They will even work with or employ good-aligned adventurers if needed, such as breaching areas where they might be too large to enter.

PEGATAUR

Large Celestial, typically Chaotic Good

Armor Class 16 (breastplate)
Hit Points 52 (7d10 + 14)
Speed 50 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	14 (+2)	10 (+0)	15 (+2)	13 (+1)

Saving Throws Dex +4, Wis +4, Cha +3
Skills Athletics +6, Perception +4, Stealth +4, Survival +4
Senses darkvision 60 ft., passive Perception 14
Languages Celestial, Common, Elvish, Sylvan
Challenge 3 (700 XP) **Proficiency Bonus** +2

Charge. If the pegataur moves at least 30 feet straight toward a target and then hits it with a Pike on the same turn, the target takes an extra 10 (3d6) piercing damage.

Fey Ancestry. The pegataur has advantage on saving throws against being charmed, and magic can't put them to sleep.

ACTIONS

Multiattack. The pegataur makes two attacks: one with its Pike and one with its Hooves or two with its Longbow.

Pike. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage.

PEGATAUR CAPTAIN

Large Celestial, typically Chaotic Good

Armor Class 16 (breastplate)
Hit Points 90 (12d10 + 24)
Speed 50 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	14 (+2)	12 (+1)	16 (+3)	14 (+2)

Saving Throws Dex +5, Wis +6, Cha +5
Skills Athletics +7, Perception +6, Stealth +5, Survival +6
Senses darkvision 60 ft., passive Perception 16
Languages Celestial, Common, Elvish, Sylvan
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Charge. If the pegataur moves at least 30 feet straight toward a target and then hits it with a Pike on the same turn, the target takes an extra 10 (3d6) piercing damage.

Fey Ancestry. The pegataur has advantage on saving throws against being charmed, and magic can't put them to sleep.

ACTIONS

Multiattack. The pegataur uses Maneuver Allies, if available. It then makes two attacks: one with its Pike and one with its Hooves or two with its Longbow.

Pike. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage.

Maneuver Allies (Recharge 5–6). Up to four allies within 60 feet of the pegataur that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

BONUS ACTIONS

Battle Command. The pegataur targets one ally it can see within 30 feet of it. If the target can see or hear the pegataur, the target can use its reaction to make one melee attack or to take the Dodge or Hide action.

PEGATAUR DRUID

Large Celestial, typically Chaotic Good

Armor Class 14 (studded leather)
Hit Points 90 (12d10 + 24)
Speed 50 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	12 (+1)	18 (+4)	14 (+2)

Saving Throws Dex +5, Wis +7, Cha +5
Skills Nature +4, Perception +7, Stealth +5, Survival +7
Senses darkvision 60 ft., passive Perception 17
Languages Celestial, Common, Elvish, Sylvan
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Fey Ancestry. The pegataur has advantage on saving throws against being charmed, and magic can't put them to sleep.

ACTIONS

Multiattack. The pegataur makes two attacks: one with its Quarterstaff and one with its Hooves.

Quarterstaff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage if used with two hands.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Spellcasting. The pegataur casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *druidcraft, guidance, produce flame* (2d8)
1/day each: *call lightning, charm monster, dispel magic, faerie fire, healing spirit, lightning bolt, stoneskin*

PEGATAUR KNIGHT

Large Celestial, typically Chaotic Good

Armor Class 18 (breastplate, shield)
Hit Points 119 (14d10 + 42)
Speed 50 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	16 (+3)	10 (+0)	15 (+2)	13 (+1)

Saving Throws Str +8, Con +6, Wis +5
Skills Athletics +8, Perception +5, Stealth +5, Survival +5
Senses darkvision 60 ft., passive Perception 15
Languages Celestial, Common, Elvish, Sylvan
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Charge. If the pegataur moves at least 30 feet straight toward a target and then hits it with a Spear attack on the same turn, the target takes an extra 14 (4d6) piercing damage.

Fey Ancestry. The pegataur has advantage on saving throws against being charmed, and magic can't put them to sleep.

Threatening. Creatures provoke an opportunity attack from the pegataur when they move 5 feet or more while within the pegataur's reach, and if the pegataur hits a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

ACTIONS

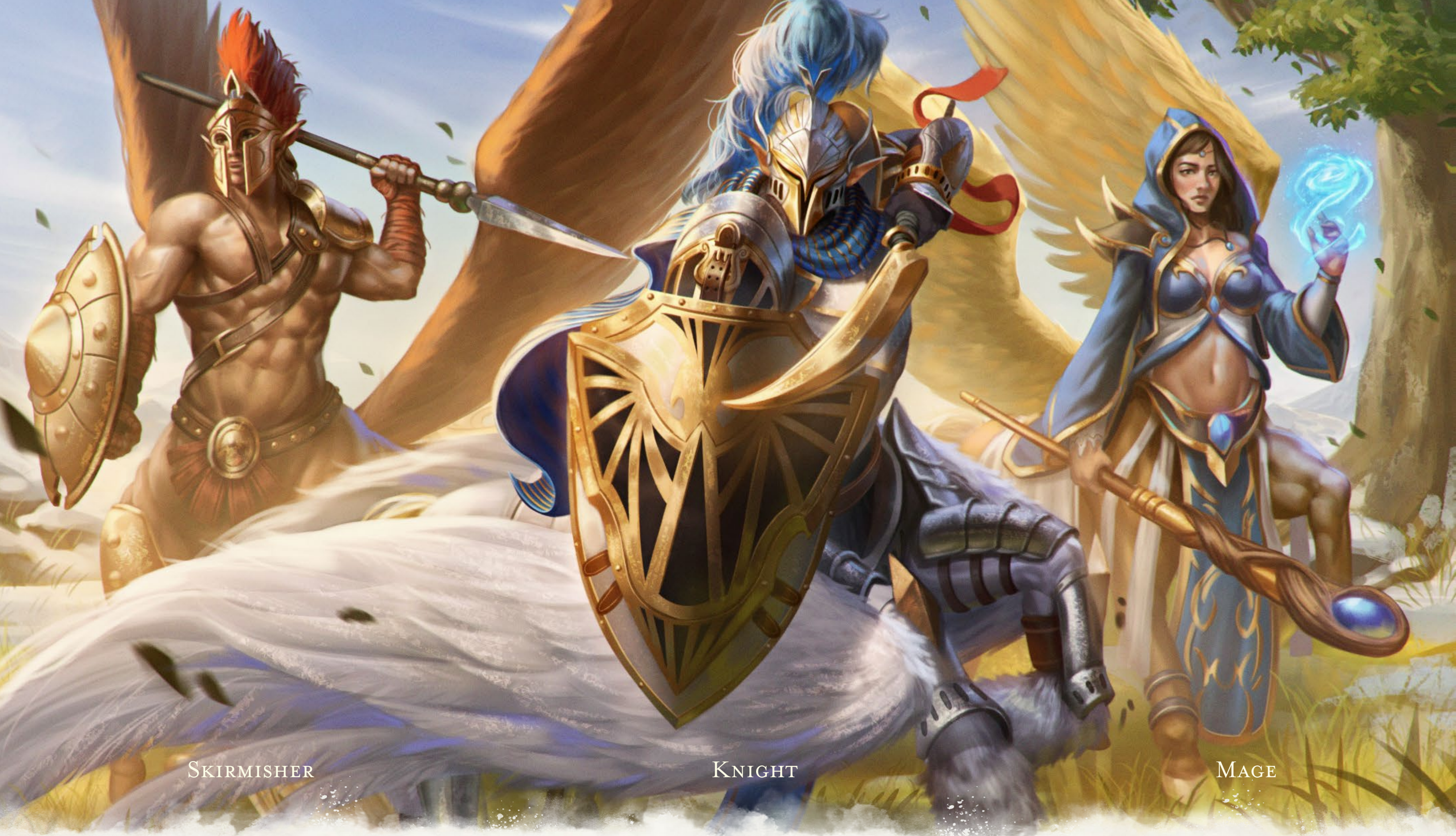
Multiattack. The centaur makes three attacks: two with its Spear and one with its Hooves.

Spear. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, or 9 (1d8 + 5) piercing damage if used with two hands to make a melee attack and the target is marked until the end of the pegataur's next turn. This effect ends early if the pegataur is incapacitated or it dies, or if someone else marks the target. While it is within 5 feet of the pegataur, a creature marked by the pegataur has disadvantage on any attack roll that doesn't target the pegataur.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

BONUS ACTIONS

Punish the Marked (1/Turn). The pegataur makes a melee weapon attack against a creature marked by it if the creature dealt damage to anyone other than the pegataur during the last turn. The pegataur's melee weapon attack has advantage on the attack roll, and if it hits, the attack's weapon deals an extra 7 (2d6) damage to the target.



Pegataur Mage

Large Celestial, typically Chaotic Good

Armor Class 12 (15 with *mage armor*)
Hit Points 75 (10d10 + 20)
Speed 50 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	16 (+3)	12 (+1)	14 (+2)

Saving Throws Dex +5, Wis +4, Cha +5
Skills Arcana +6, Nature +6, Perception +4, Stealth +5
Senses darkvision 60 ft., passive Perception 14
Languages Celestial, Common, Elvish, Sylvan
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Fey Ancestry. The pegataur has advantage on saving throws against being charmed, and magic can't put them to sleep.

Actions

Multiattack. The pegataur makes two attacks: one with its Quarterstaff and one with its Hooves.

Quarterstaff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage if used with two hands.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Spellcasting. The pegataur casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *mage hand, message, prestidigitation, ray of frost* (2d8)
1/day each: *dispel magic, fireball, haste, mage armor, shield, Snilloc's snowball swarm, warding wind*

Pegataur Skirmisher

Large Celestial, typically Chaotic Good

Armor Class 15 (studded leather)
Hit Points 75 (10d10 + 20)
Speed 50 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	10 (+0)	15 (+2)	13 (+1)

Saving Throws Dex +5, Wis +4, Cha +3
Skills Athletics +6, Perception +4, Stealth +5, Survival +4
Senses darkvision 60 ft., passive Perception 14
Languages Celestial, Common, Elvish, Sylvan
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Fey Ancestry. The pegataur has advantage on saving throws against being charmed, and magic can't put them to sleep.

Skirmish Advantage. Once per turn, the pegataur gains advantage on its attack roll when it makes a weapon attack while occupying a space at least 15 feet away from where it started its turn.

Actions

Multiattack. The pegataur makes two attacks: one with its Pike and one with its Hooves or two with its Longbow.

Pike. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage.

Reactions

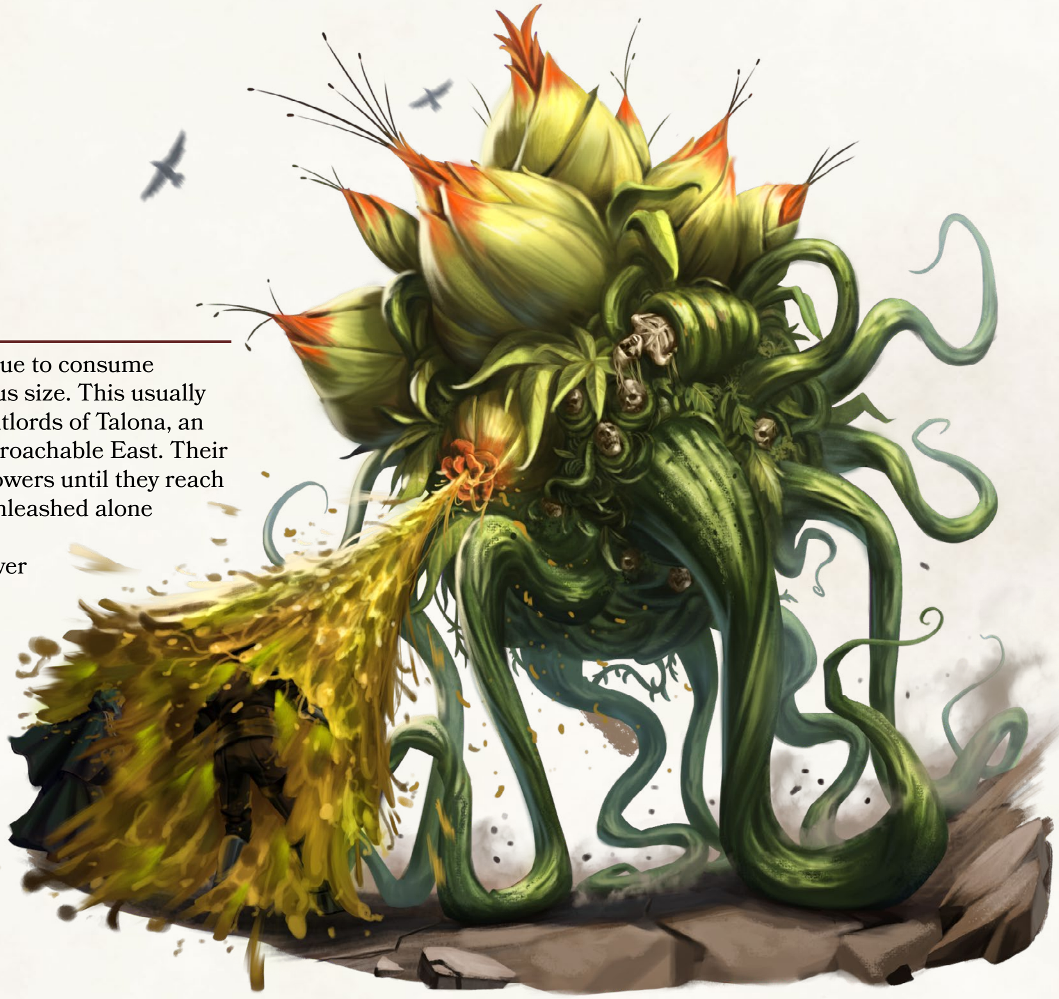
Skirmisher. When an enemy the pegataur can see ends its turn within 5 feet of it, the pegataur can move up to half its speed. This movement doesn't provoke opportunity attacks.

PLANTS

MONSTROUS CORPSE FLOWER

A corpse flower, if left unchecked, will continue to consume corpses and grow until it reaches a monstrous size. This usually happens due to the efforts made by the Blightlords of Talona, an evil cult of plague druids based in the Unapproachable East. Their members cultivate, tend, and grow corpse flowers until they reach such sizes where they can be directed and unleashed alone on civilized settlements.

Corpse Spray. If the monstrous corpse flower was able to consume enough corpses, it can discharge a powerful jet of liquified corpse remains and bones. Creatures caught by the spray are left battered and momentarily sickened, if not outright killed.



CORPSE FLOWER, MONSTROUS

Huge Plant, typically Chaotic Evil

Armor Class 13 (natural armor)
Hit Points 189 (18d12 + 72)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	7 (-2)	16 (+3)	3 (-4)

Condition Immunities blinded, deafened
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 13
Languages —
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Corpses. When first encountered, a corpse flower contains the corpses of 2d6 + 6 humanoids. A corpse flower can hold the remains of up to eighteen dead humanoids. These remains have total cover against attacks and other effects outside the corpse flower. If the corpse flower dies, the corpses within it can be pulled free.

While it has at least one humanoid corpse in its body, the corpse flower can use a bonus action to do one of the following:

- The corpse flower digests two humanoid corpse in its body and instantly regains 22 (4d10) hit points. Nothing of the digested body remains. Any equipment on the corpse is expelled from the corpse flower in its space.
- The corpse flower animates two dead humanoids in its body, turning them into zombies. The zombies appear in an unoccupied space within 5 feet of the corpse flower and act immediately after it in the initiative order. The zombies act as allies of the corpse flower but aren't under its control, and the flower's stench clings to the zombies (see the Stench of Death trait).

Spider Climb. The corpse flower can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Stench of Death. Each creature that starts its turn within 10 feet of the corpse flower or one of its zombies must make a DC 16 Constitution saving throw, unless the creature is a construct or undead. On a failed save, the creature is incapacitated until the end of the turn. Creatures that are immune to poison damage or the poisoned condition automatically succeed on this saving throw. On a successful save, the creature is immune to the stench of all corpse flowers for 24 hours.

ACTIONS

Multiattack. The corpse flower makes three Tentacle attacks and uses Harvest the Dead, if applicable.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage, and the target must succeed on a DC 16 Constitution saving throw or take 21 (6d6) poison damage.

Harvest the Dead. The corpse flower grabs one unsecured dead humanoid within 10 feet of it and stuffs the corpse into itself, along with any equipment the corpse is wearing or carrying. The remains can be used with the Corpses trait.

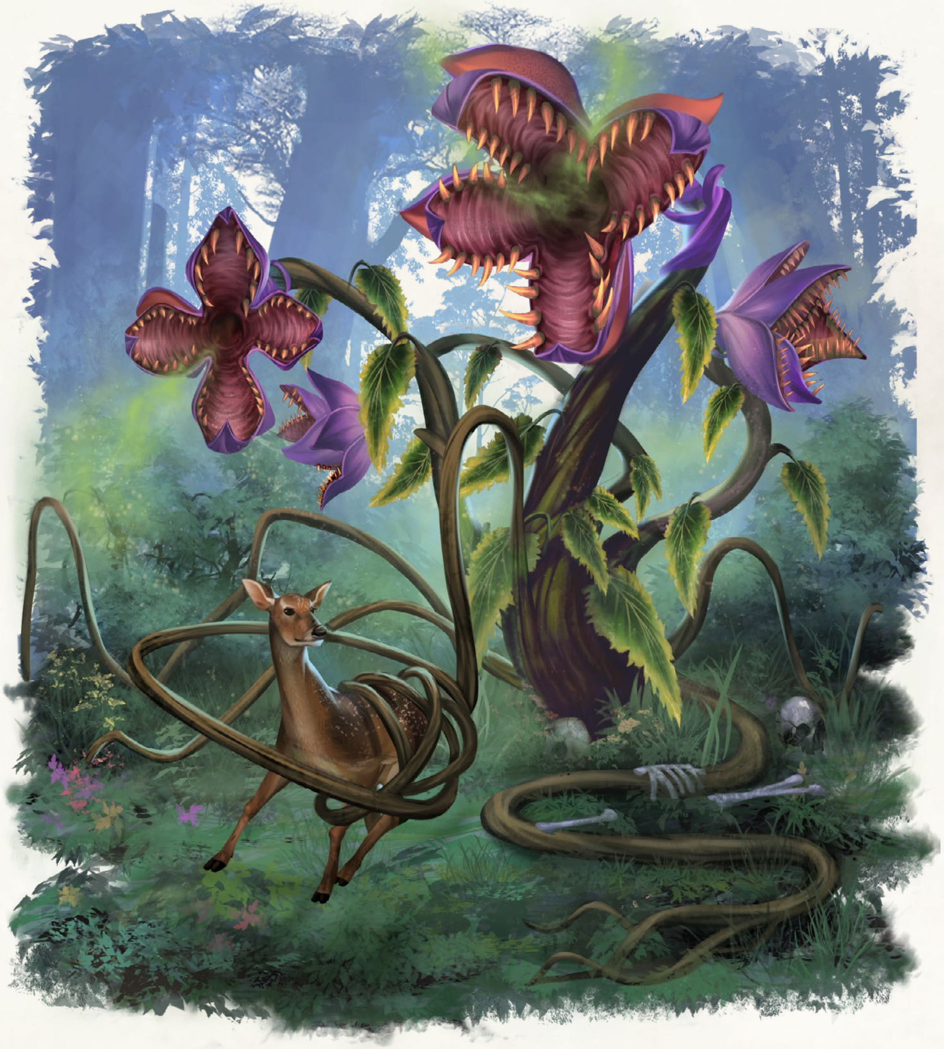
Corpse Spray (Recharge 5–6). The corpse flower consumes up to four humanoid corpses and discharges a powerful jet of putrefied liquid body remains and bones in a 30-foot cone. Each creature in that area must succeed on a DC 16 Constitution saving throw. On a failed save, a target takes 7 (2d6) piercing damage and 7 (2d6) necrotic damage for each corpse consumed by the corpse flower and the target is incapacitated until the end of the corpse flower's next turn. On a successful save, a target takes half as much damage and isn't incapacitated.

DOOM BLOSSOM

The doom blossom is a carnivorous plant that resembles a giant orchid. It has four 3-foot diameter star-shaped magenta-colored flowers with a beautiful overlay of dark burgundy-colored patterns on its petals and sepals. Each flower is a horrid mouth lined with sharp, needle-like teeth that drip toxic venom. A fully-grown specimen reaches a height of 9 feet, with tendril-like roots extending up to 10 feet from the base of its 4-foot diameter stem.

Adaptable Hunter. The doom blossom is highly adaptable and can live in almost all climates except cold and arid extremes. It thrives in tropical jungles, but others can be found in temperate forests and swamps, and semi-desert regions near the coast and tundra. The doom blossom roots itself near animal trails, footpaths, and riverbanks, where it can wait patiently for prey.

Spores of Doom. When the doom blossom senses prey nearby, it releases poisonous spores. When breathed in by a creature, the spores' toxins instantly cause nerve damage and compels the victim to approach the plant, sending it to its doom. Once a target is within reach, the doom blossom attacks with its root tendrils, snaring the prey and pulling it close where its dreaded flowers can finish it off with its venomous bites. Once the prey is slain, the doom blossom tears and dismembers the corpse with its tentacles and teeth into bite-sized chunks of meat that it can swallow. The doom blossom purposely leaves some of the corpse's remains to rot and fester, not just to add nutrients to the soil which the plant still needs, but to attract the attention of scavenging animals that it can prey on.



DOOM BLOSSOM

Large Plant, unaligned

Armor Class 11 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	16 (+3)	1 (-5)	3 (-4)	1 (-5)

Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Condition Immunities blinded, deafened, frightened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

False Appearance. If the doom blossom is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the doom blossom move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the doom blossom is animate.

ACTIONS

Multiattack. The doom blossom uses Pheromones, if available. It then makes four melee attacks, any number of which can be Bite or Root Tendril attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Tendril. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 4 (1d4 + 2) bludgeoning damage. If the target is Large or smaller, it is grappled (escape DC 12) and pulled 5 feet toward the doom blossom. Until this grapple ends, the target is restrained and doom blossom can automatically hit the target with its Tendril attack. The doom blossom has 6 tendrils, each of which can only grapple one target.

Each tendril can be attacked (AC 10; 10 hit points; immunity to psychic damage). Destroying a tendril deals no damage to the doom blossom, which can use an action to grow a replacement tendril.

Pheromones (1/Day). A 60-foot radius cloud of pheromones extends from the doom blossom and lingers in the air for 1 minute. These pheromones can go around corners and they have no effect on Constructs, Elementals, Plants, or Undead. Each other creature that is completely within the cloud at the start of its turn must make a DC 13 Wisdom saving throw. On a failed save, the creature is charmed until the start of its next turn. While charmed, the creature tries to get as close to the doom blossom as possible, using its actions to Dash until it is within 5 feet of the doom blossom.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

Dragonroot Tree

The mighty dragonroot tree is one of the most dangerous carnivorous plants one can encounter. It resembles a 24-foot tall kapok tree with a 10-foot diameter trunk. Its branches form a thick crown of foliage that can reach 40 feet in diameter. Hanging from its branches are over a dozen 1-foot diameter sweet-smelling fruits that resemble yellow-green watermelons. Six giant 20-foot long buttress roots extend from the base of its trunk. Each of these serpentine roots ends in a dragon-like maw filled with sharp wooden tusk-like protrusions that appear to serve as its teeth. Each of these teeth drips deadly venom.

Ambush Hunter. The dragonroot tree is a patient predator. It remains still with the tail-end of its roots lying half-buried in the earth. Attracted to the sweet aroma of its fruits, animals and other creatures unfamiliar with the dreaded dragonroot tree approach it. Once a prey is within reach, the dragonroots burst from the ground and attack it. Like crocodiles fighting over food, the dragonroots' jaws clamp over the target, pull, and shred it into pieces. Usually, the prey is instantly killed from the bites alone. Those that survive the initial onslaught eventually succumb to the dragonroot's toxic venom.

Fruits from the Poisonous Tree. The dragonroot tree can utilize its noxious seed pods like explosive grenades. Once per turn, it can detach and lob one of its seed pods at a point within 60 feet of it. Upon hitting the ground, the seed pod bursts in a greenish cloud of toxic spores. Those that succumb to the poison reel from the intense pain and agony brought about by toxins attacking their lungs and nervous system.

Top Predator. Dragonroot trees are rare and can only be found in temperate and tropical forests, savannahs, jungles, and swamps. Dragonroot trees seldomly associate with other creatures, treating almost everything that moves as prey. Only the most powerful of druids and fey such as malignos have been able to influence and control these creatures.

Hangman Tree

The hangman tree is a carnivorous, predatory tree that takes its name from how it captures its prey. It resembles an oak tree with a thick trunk with long leafy vines and tendrils that dangle from its branches. Above its trunk is an opening much like a giant maw lined with rows of sharp teeth that look like carved wooden tusks.

Garotte-like Tendrils. The hangman tree waits till prey is directly underneath its vines. It then releases its poisonous spores, which weaken those that unsuspectingly breathe them in. The hangman tree then attacks its prey by snatching them with its tendrils, wrapping around a victim's neck like a tightening noose. The target is then reeled upwards by the hangman tree and deposited into its mouth, where it is eaten and swallowed whole. A victim is usually already dead from asphyxiation by the time it reaches the hangman tree's mouth.

Ambush Hunter. The hangman tree grows in temperate and subtropical forests, swamps, and woodland areas. It picks a spot to root where it feels there is most traffic, such as beside an animal trail, river crossing, or a road.

Noran

At first glance, the noran appears as an ordinary petrified tree full of knots and holes. What gives it away is its face growing out of the trunk, with two eyelids and a mouth filled with teeth that look like crudely-sharpened wooden stakes. Above the noran's face is a hollow but sturdy 4-foot long, 2-foot diameter branch. The noran also possesses three prehensile branches, each ending in long sharp claws. The noran can move, albeit slowly, by crawling on the ground with its thick stubby roots. It is normally found at the edges of bogs, gloomy forests, and swamps, where it can blend easily. A few have also been discovered living deep within the Underdark.

Ambush Hunter. The noran is an aggressive carnivorous creature. While it still needs water and soil nutrients, it is nourished mainly by meat. The noran is usually an ambush hunter, waiting for prey to wander close to it. Once its target is within range, the noran explodes into action, attacking with its powerful claws at blinding speed. Most victims are torn to pieces by the initial assault. Those that manage to survive are grappled by the noran and bitten until it is dead.

Deadly Cannoneer. What makes the noran deadly is its ability to shoot rocks from its hollow cannon-like branch located above its face. The noran has a body organ that can trap and heat air, allowing it to build pressure within its trunk cavity until it decides to release it. If the noran has a rock loaded within its cannon's aperture, it can release the built-up pressure and shoot the rock with tremendous power. The noran can aim the rock accurately at distances of 120 feet. Most prey are instantly killed by the rock's blow which is strong enough to shatter bone and break spinal columns. Those that survive are either stunned or knocked unconscious, giving the noran ample time to reach it.

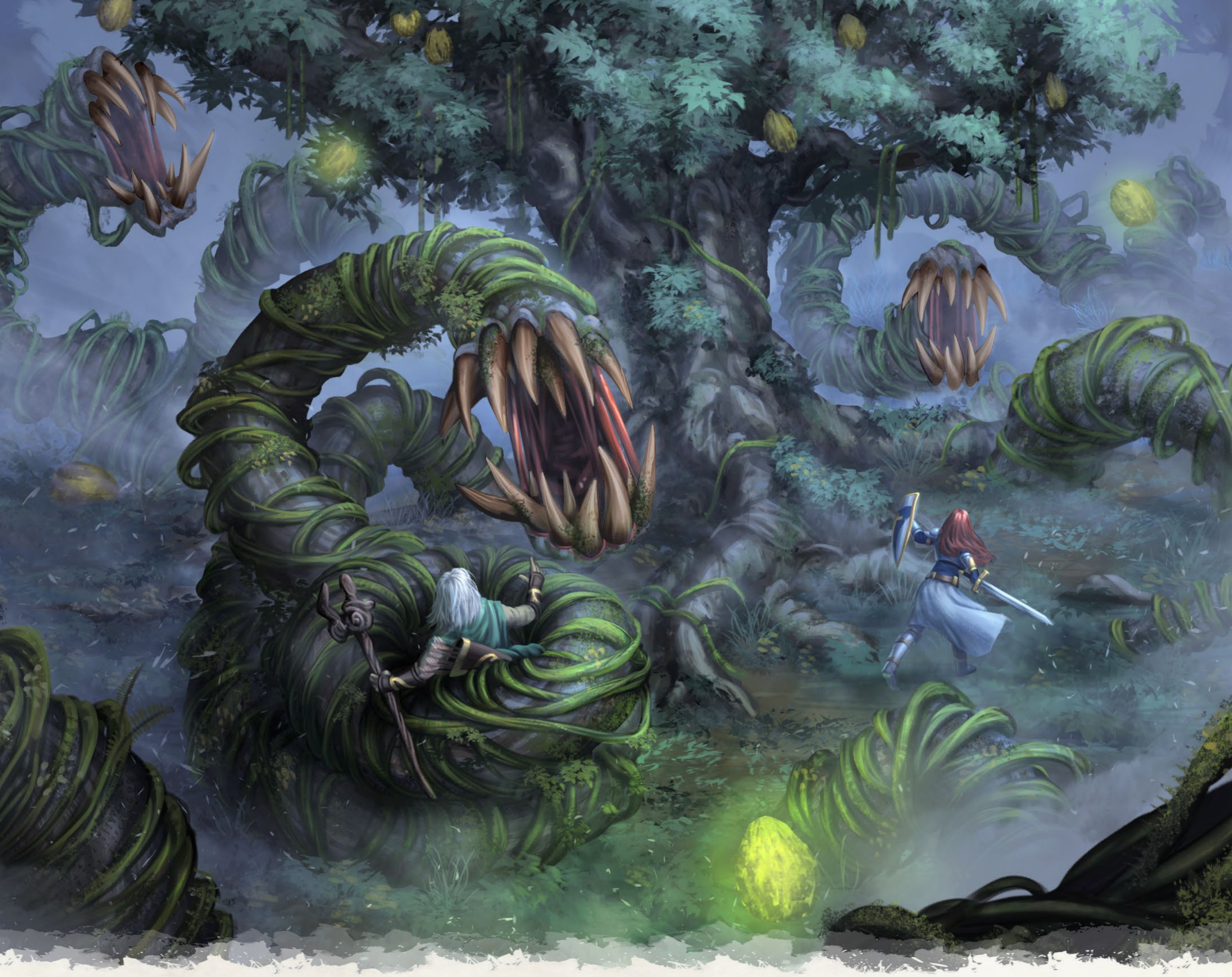
Awakened Tree. The noran, said to be distantly related to treants, is an intelligent tree that understands the value of coin and treasure. The noran usually collect them, keeping them within its cavity. It may be a voracious predator, but it is intelligent enough to recognize mutually beneficial arrangements. As long as it is paid and fed well, it can be hired to serve as a sentry. While the noran itself isn't an evil creature, it has been known to associate with green dragons, hags, harpies, malignos, quicklings, redcaps, and tikbalangs.

Obliviax (Memory Moss)

The obliviax, also known as the memory moss, is an evil, sentient plant that resembles a thick patch of dark green moss with endlessly undulating leaves. The obliviax does not require sunlight to grow, though it needs it to trigger its spore reproduction. It is found in temperate climates where it has enough sunshine to grow and reproduce, sprouting on tree trunks, logs, damp cavern floors, or rotting leaves. It may form colonies with others of its kind.

Spell Thief. Like moss, the obliviax absorbs water and nutrients through its leaves. However, it also feeds on psychic energy. It does this by stealing magical memories, or spells, from spellcasting creatures. It converts these magical memories into psychic energy, which it then absorbs. When a spellcaster comes within 60 feet of it, the obliviax can attempt to steal one memorized spell from the target by using its Steal Magical Memory. If successful, the spellcaster loses memory of the spell, as if it had already cast it. Once it has a spell stolen, the obliviax can change its shape, imitating the form (up to Medium size) of the spellcasting creature from whom it stole the spell. The new form appears as a clone of the spellcaster, except made completely of moss. Once in this form, the obliviax can cast the spells it has stolen. When it detects a creature that can cast spells, the obliviax will eerily quiver in anticipation and slowly crawl toward it.

Defense Against Magic. Creatures such as bullywugs, grimlocks, kobolds, nothics, troglodytes, and trolls that don't have spellcasting members in their tribes sometimes cultivate obliviaxes. These creatures grow the obliviaxes in the periphery of their encampment or lairs as a defense against magic-users, even occasionally feeding them a captured spellcaster. Some myconid communities have been known to cohabitate with obliviaxes, using them against drow raiders. Certain evil druids and hags have also learned to control and bend obliviaxes to their will and use them as sentries and traps.



DRAGONROOT TREE

Huge Plant, unaligned

Armor Class 16 (natural armor)
Hit Points 225 (18d12 + 108)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	22 (+6)	3 (-4)	5 (-3)	3 (-4)

Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Condition Immunities blinded, deafened, frightened
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 7
Languages —
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

False Appearance. If the dragonroot tree is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the dragonroot tree move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the dragonroot tree is animate.

ACTIONS

Multiattack. The dragonroot tree makes three Bite attacks. It can use Seed Pod in place of one attack, if available.

Bite. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 9 (2d8) poison damage and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained and the dragonroot tree can automatically hit the target with its Bite attack. The dragonroot tree has six roots, each of which can make one Bite attack.

Each root can be attacked (AC 16; 50 hit points; immunity to psychic damage). Destroying a root deals no damage to the dragonroot tree, which can regrow a replacement root in 24 hours.

Seed Pod (Recharge 5–6). The dragonroot tree lobs one of its seed pods at a point within 30 feet of it. The seed pod explodes and releases toxic spores. Each creature in a 15-foot-radius sphere centered on that point must make a DC 19 Constitution saving throw or become poisoned for 1 minute. Until this poison ends, a creature is incapacitated and takes 9 (2d8) poison damage at the start of each of its turns. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Plants and creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

Hangman Tree

Huge Plant, unaligned

Armor Class 14 (natural armor)
Hit Points 105 (10d12 + 40)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	19 (+4)	1 (-5)	3 (-4)	1 (-5)

Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Condition Immunities blinded, deafened, frightened
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

False Appearance. If the hangman tree is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the hangman tree move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the hangman tree is animate.

Actions

Multiattack. The hangman tree makes three Tendril attacks. It can use Bite or Swallow in place of one Tendril attack.

Tendril. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one Medium or smaller creature. *Hit:* 6 (1d4 + 4) bludgeoning damage and the target is grappled (escape DC 14) and pulled upward 10 feet toward the hangman tree. Until this grapple ends, the target is restrained, can't breathe, and the hangman tree can automatically hit the target with its Tendril attack. The hangman tree has nine tendrils, each of which can grapple only one target.

Each tendril can be attacked (AC 10; 15 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the hangman tree, which can use an action to grow a replacement tendril. A tendril can also be broken if a creature takes an action and succeeds on a DC 14 Strength check against it.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature it is grappling with. *Hit:* 21 (5d6 + 4) piercing damage.

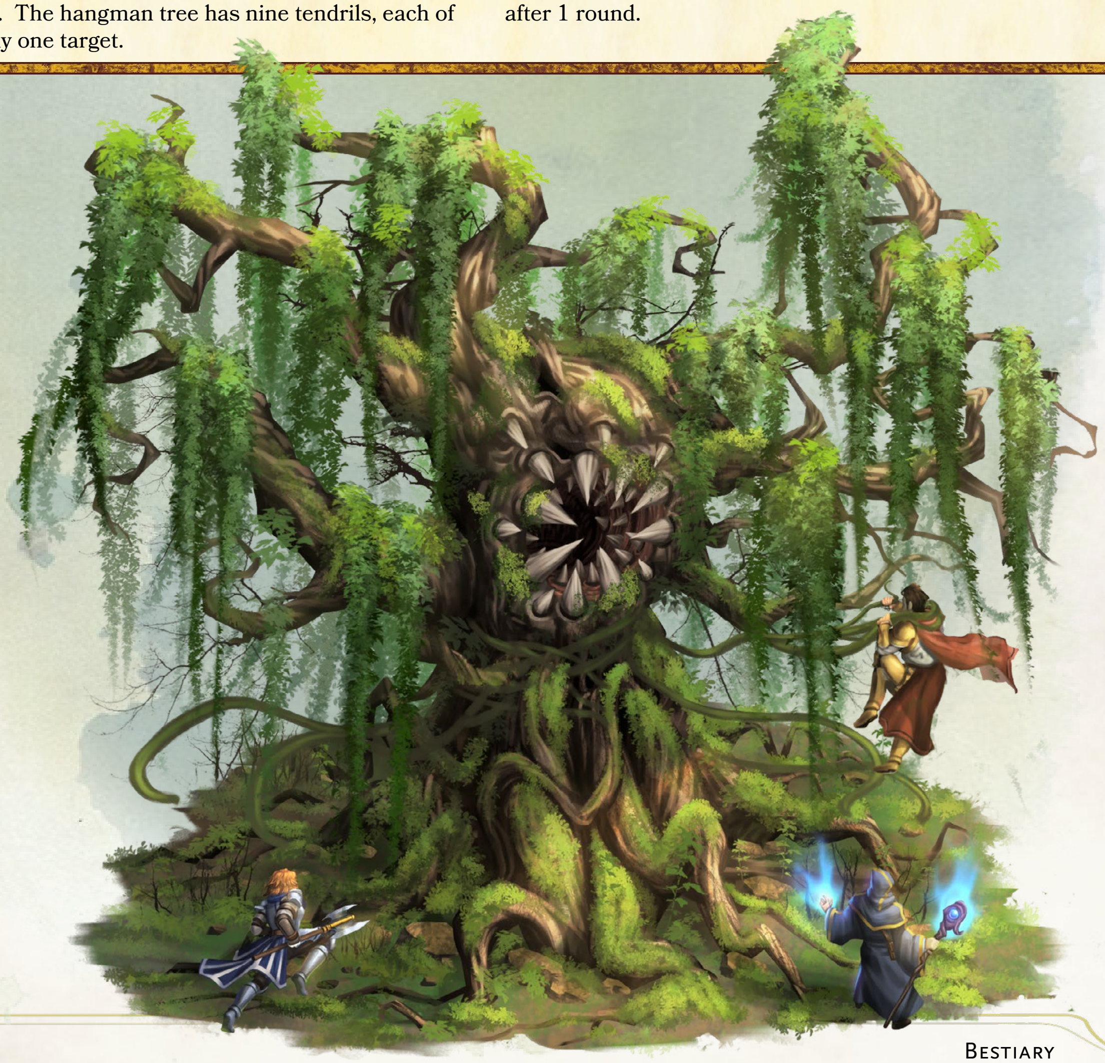
Swallow. The hangman tree makes one Bite attack against a target. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the hangman tree, and it takes 7 (2d6) acid damage at the start of each of the hangman tree's turns. A hangman tree can have up to four Small or two Medium creatures swallowed at a time.

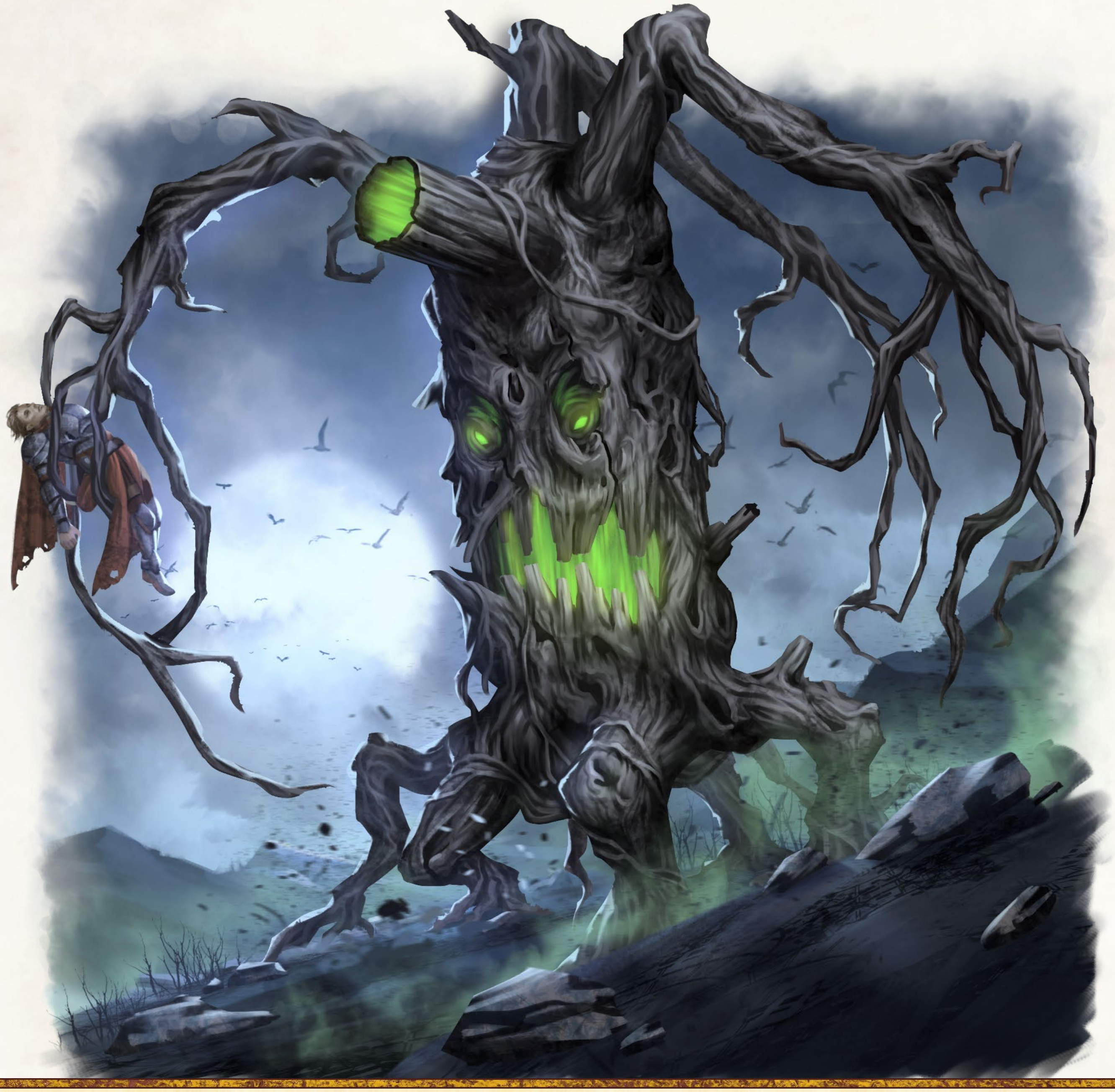
If the hangman tree takes 15 damage or more on a single turn from the swallowed creature, the hangman tree must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the hangman tree. If the hangman tree dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Bonus Actions

Enfeebling Spores (3/Day). A 60-foot radius cloud of spores extends from the hangman tree and lingers in the air for 1 minute. These spores can go around corners and they have no effect on Constructs, Elementals, Plants, or Undead. Each other creature that is completely within the cloud at the start of its turn must make a DC 15 Constitution saving throw against poison. On a failed save, the creature has disadvantage on Strength checks and Strength saving throws.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.





NORAN

Huge Plant, typically Chaotic Neutral

Armor Class 16 (natural armor)
Hit Points 103 (9d12 + 45)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	20 (+5)	11 (+0)	15 (+2)	8 (-1)

Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Senses darkvision 120 ft., passive Perception 12
Languages Common, Sylvan
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

False Appearance. If the noran is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the noran move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the noran is animate.

ACTIONS

Multiattack. The noran makes two Claw attacks. If it is grappling with a creature, it can also use its Bite.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, the noran can automatically hit the target with its Claw attack. The noran has two claws, each of which can grapple only one target.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target it is grappling with. *Hit:* 16 (3d6 + 6) piercing damage.

Rock Cannon. *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 33 (5d10 + 6) bludgeoning damage, and the target must succeed on a DC 17 Constitution saving throw or become stunned until the end of its next turn. If the saving throw fails by 5 or more, the target is knocked unconscious for 1 minute. The unconscious target repeats the saving throw if it takes damage and at the end of each of its turns, ending the effect on itself on a success. The noran must have a rock loaded inside its cannon to use this action.

BONUS ACTIONS

Load Rock Cannon. As a bonus action, the noran loads its cannon with a rock ammunition.

Obliviax

Medium Plant, typically Neutral Evil

Armor Class 9
Hit Points 37 (5d8 + 15)
Speed 10 ft., 30 ft. in humanoid form

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	4 (-3)	14 (+2)	6 (-2)

Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Condition Immunities blinded, deafened, frightened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Amorphous. The obliviax can move through a space as narrow as 1 inch wide without squeezing.

Detect Spellcaster. The obliviax can sense the presence and location of any creature within 120 feet of it that has the Spellcasting or Pact Magic feature, regardless of interposing barriers, unless the creature is protected by a *nondetection* or *mind blank* spell.

False Appearance. If the obliviax is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the obliviax move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the obliviax is animate.

Actions

Slam (Humanoid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 3 (1d6) psychic damage.

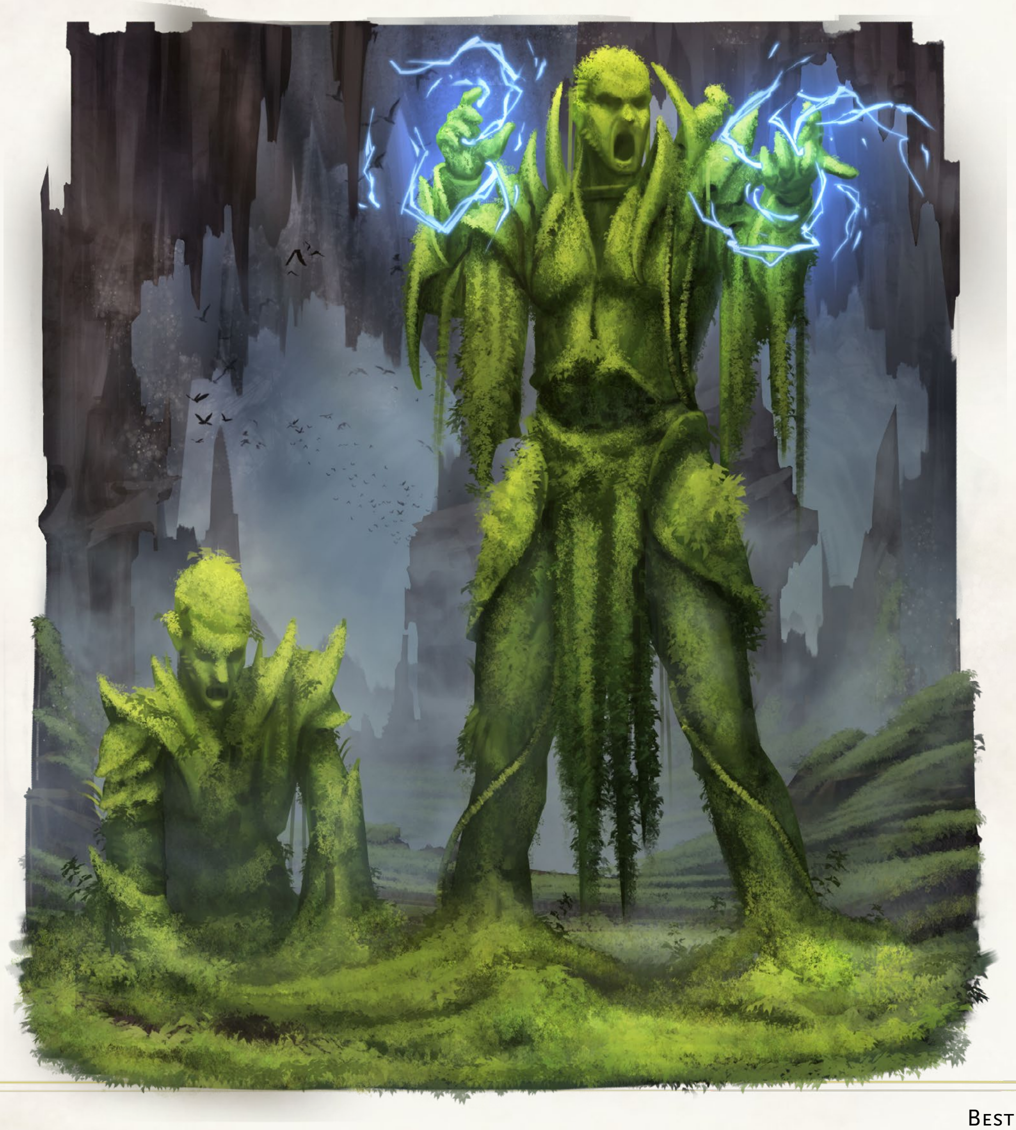
Steal Magical Memory. The obliviax targets one creature it can see within 60 feet of it that has prepared spells. The target takes 7 (2d6) psychic damage, and it must make a DC 12 Intelligence saving throw. On a failed save, the target loses 1d4 prepared spells of 3rd level and below (determined randomly) and the obliviax gains the knowledge of these spells as if it has prepared them after a long rest. In addition, the obliviax gains temporary hit points equal to total level of spells stolen.

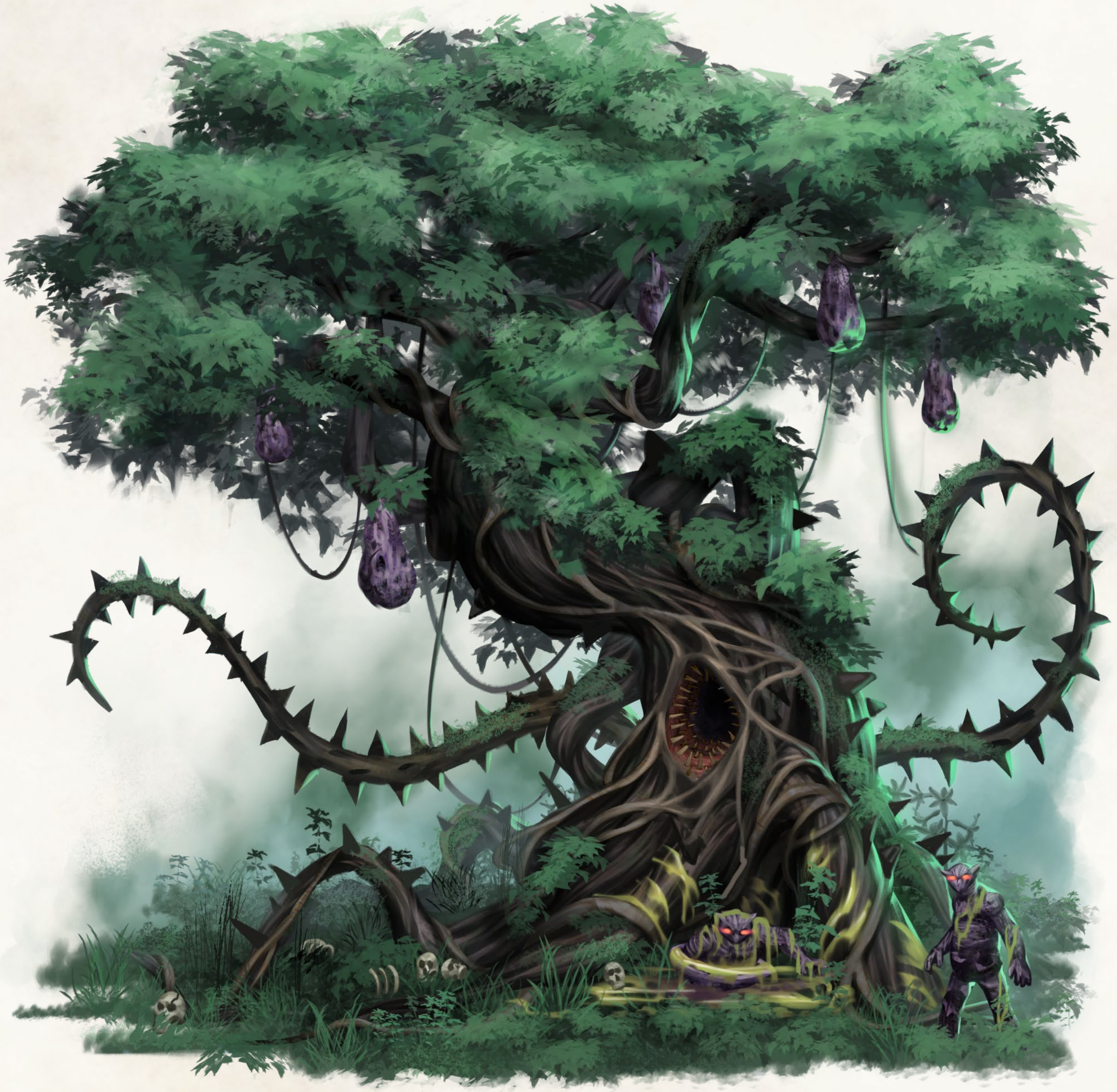
The target can regain the lost prepared spells after a long rest.

Spellcasting (Psionics, Humanoid Form Only, 3/Day). The obliviax casts one of the spells it has acquired using Steal Magical Memory, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks).

Bonus Actions

Copy Shape. The obliviax changes its shape into a faux moss-covered Medium version of the creature it has successfully used Steal Magic Memory on, or back into its true form, which is a 5-foot square patch of moss. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.





ORCWORT

The dreadful orcwort is a carnivorous plant usually found in temperate forests, jungles, and heavily-wooded bogs and swamps. The orcwort resembles a massive tree with gnarled and twisted branches. A giant maw full of sharp teeth lies on one side of its trunk, with thick roots that look like spike-covered tendrils framing the tree's base. Hanging from its branches, protected by the dense, bushy foliage that forms its canopy, are 3-foot-long, purple, pear-shaped objects known as wortling pods.

Hibernating Predator. The orcwort is dormant for most of the year. It awakens in the middle of spring and sleeps again by early autumn. When it is dormant, it is almost indistinguishable from a normal tree. When it awakens, it becomes a dangerous predator. Over several weeks, it will start to bear wortling pods. The orcwort can produce up to 60 pods during one period of activity, and once mature, the pods fall to the ground and break open, releasing the wortlings. In combat, the orcwort can defend itself by unleashing roots that entangle and grasp at its enemies. The orcwort then attacks with its tentacles, which it uses to bludgeon and grab prey. Those unfortunate enough to get caught by its tentacles are brought to its venomous maw to be eaten and swallowed.

Hive Mind. The orcwort sends its wortlings to scout the region within 10 miles of the orcwort, like an ant queen sending its ant workers to scavenge for food. The orcwort acts as a central communication hub for all the wortlings, all linked and acting as a single entity. Once a wortling finds suitable prey, such as a humanoid settlement, the orcwort makes all the wortlings converge toward that area. The wortlings, acting like a raiding party, descend on the settlement, incapacitating and capturing as many creatures as possible and carry them back alive to be devoured by the orcwort. The process is repeated until the orcwort has fed enough or it is time for it to hibernate. The orcwort then uproots itself and wanders for days until it finds a suitable spot to hibernate. Once it reaches its dormant state, the wortlings become inanimate and die. It is possible that a single orcwort can wreak havoc on several settlements during a single period of activity.

Monstrous Partnerships. An orcwort is usually a solitary creature. On rare occasions, an orcwort may cohabitate with hags, harpies, kapres, malignos, quicklings, and tikbalangs, who protect it during its dormant state. In return, these creatures take the spoils of those the orcwort has eaten and loot and ransack whatever village or settlement it has decimated.

Orcwort

Huge Plant, unaligned

Armor Class 16 (natural armor)
Hit Points 200 (16d12 + 96)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	22 (+6)	8 (-1)	15 (+2)	6 (-2)

Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Condition Immunities blinded, deafened, frightened
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 12
Languages Common, telepathy 5 miles.
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

False Appearance. If the orcwort is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the orcwort move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the orcwort is animate.

Wortling Link. The orcwort can see through and communicate telepathically with any of its wortlings within 10 miles of it.

Actions

Multiattack. The orcwort makes three Tendril attacks. It can use Bite or Swallow in place of one Tendril attack.

Tendril. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one creature. *Hit:* 13 (2d6 + 6) bludgeoning damage plus 7 (2d6) piercing damage and if the target is Large or smaller creature, it is also grappled (escape DC 18). Until this grapple ends, the target is restrained. The orcwort has six tendrils, each of which can grapple only one target. Each tendril can be attacked (AC 16; 30 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the orcwort, which can use an action to grow a replacement tendril.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature it is grappling with. *Hit:* 20 (4d6 + 6) piercing damage, and the target must succeed on a DC 18 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the creature is incapacitated. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Swallow. The orcwort makes one Bite attack against a target. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the orcwort, and it takes 17 (5d6) acid damage at the start of each of the orcwort's turns. An orcwort can have up to four Small, two Medium, or one Large creature swallowed at a time.

If the orcwort takes 20 damage or more on a single turn from the swallowed creature, the orcwort must succeed on a DC 16 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the orcwort. If the orcwort dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Bonus Actions

Entangling Vines (Recharge 5–6). The orcwort animates roots and vines in a 20-foot radius centered on the orcwort. These plants turn the ground in that area into difficult terrain. Each creature of the orcwort's choice in that area when the effect begins must succeed on a DC 18 Strength saving throw or be restrained by entangling vines and roots. A creature restrained by the plants can use its action to make a DC 18 Strength (Athletics) check, freeing itself on a successful check. The effect ends after 1 minute or when the orcwort dies or uses Entangling Vines again.

Wortling

Wortlings look like short, pudgy humanoids with wrinkled, purple bark-like skin and limbs that end in sharp, venomous claws. They appear to have gleaming red eyes, but these are nothing more than an organ that gives off light. These 'offspring' are born mute and without the sense of sight, smell, and hearing. They can sense their surroundings through blindsight. Wortlings use their numbers to their advantage when attacking prey.

Orcwort Seed. Wortlings have a lifespan of 40-45 days. If a wortling is still alive when the orcwort decides to sleep, it will plant itself into the ground and if it survives, will eventually grow into another orcwort. Fortunately, an orcwort rarely allows this to happen as it does not want to compete with another of its kind. It often makes sure it has killed all of its wortlings before it begins its dormant state.

Wortling

Small Plant, unaligned

Armor Class 13 (natural armor)
Hit Points 10 (3d6)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	11 (+0)	2 (-4)	11 (+0)	6 (-2)

Damage Vulnerabilities fire
Damage Resistances piercing
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Pack Tactics. The wortling has advantage on an attack roll against a creature if at least one of the wortling's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The wortling makes two Claw attacks.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage, and the target must succeed on a DC 10 Constitution saving throw or be poisoned for 1 hour. Until this poison ends, the creature is incapacitated. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

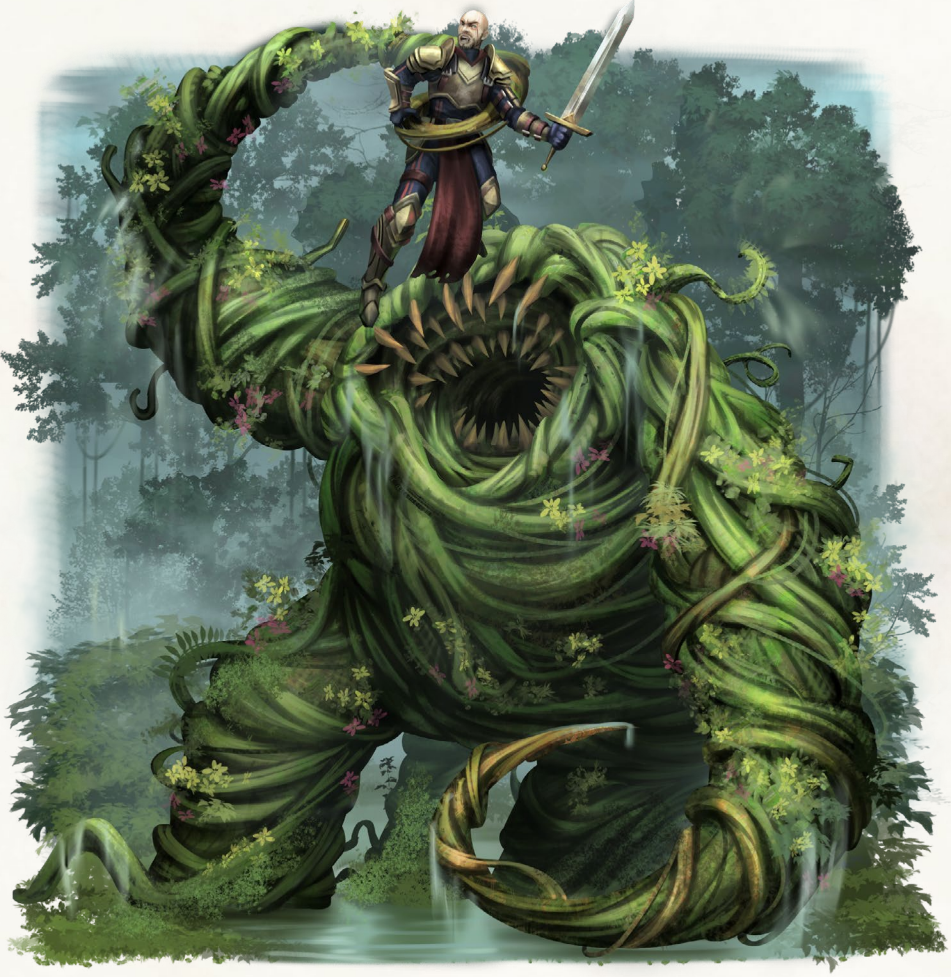
TENDRICULOS

The tendriculos is a monstrous moving mass of plants and other vegetation, reaching up to 15 feet in height. A tangle of ever-moving vines, weeds, and branches supports its massive body. Located on its topside is the tendriculos' huge mouth that is filled with circular rows of sharp wooden teeth that drip with venom. Two 15-foot long and thick tendrils extend from both sides of its body, covered in leaves and jagged thorns.

Ambush Predator. The tendriculos is a voracious carnivore that stalks temperate bogs, forests, jungles, and swamps. It lurks in areas of heavy vegetation, pretending to be a mound of foliage, and waits for unsuspecting prey to pass near it.

Venomous Hunter. When engaged in combat, the tendriculos uses its massive tendrils to grab targets. Those captured are drawn into its maw to be bitten and injected with paralyzing venom. Once incapacitated, victims are swallowed and deposited into the tendriculos's stomach and digested. If faced with multiple or tough opponents, the tendriculos can spit a large number of its venomous teeth, showering a wide area with them.

Absorbs Vegetation. The tendriculos is a difficult creature to destroy. Foes discover to their horror that the tendriculos can regrow any damaged portions of its body by absorbing nearby vegetation. Should any of its tendrils be severed, the tendriculos can reattach it or grow one instantly, with the leaves and branches quickly closing the gap and supporting the detached tendril with new vines.



TENDRICULOS

Huge Plant, unaligned

Armor Class 12 (natural armor)
Hit Points 94 (9d12 + 36)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	19 (+4)	4 (-3)	8 (-1)	4 (-3)

Damage Resistances bludgeoning, piercing
Condition Immunities blinded, deafened, frightened
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

False Appearance. If the tendriculos is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the tendriculos move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the tendriculos is animate.

Regeneration. The tendriculos regains 10 hit points at the start of its turn if it is touching at least 5-feet square of vegetation. This feature consumes the vegetation. If the tendriculos takes acid or fire damage, this trait doesn't function at the start of the tendriculos's next turn.

ACTIONS

Multiattack. The tendriculos makes three melee attacks: two Tendril attacks and one Bite or Swallow.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the creature is paralyzed. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tendril. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one creature. *Hit:* 7 (1d6 + 4) bludgeoning damage and if the target is Large or smaller creature, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained. The tendriculos has two tendrils, each of which can grapple only one target. Each tendril can be attacked (AC 12; 20 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the tendriculos, which can grow a replacement tendril as an action.

Swallow. The tendriculos makes one Bite attack against a Large or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the tendriculos, and it takes 10 (3d6) acid damage at the start of each of the tendriculos's turns. A tendriculos can have up to four Small creatures, two Medium, or one Large creature swallowed at a time.

If the tendriculos takes 20 damage or more on a single turn from the swallowed creature, the tendriculos must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the tendriculos. If the tendriculos dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

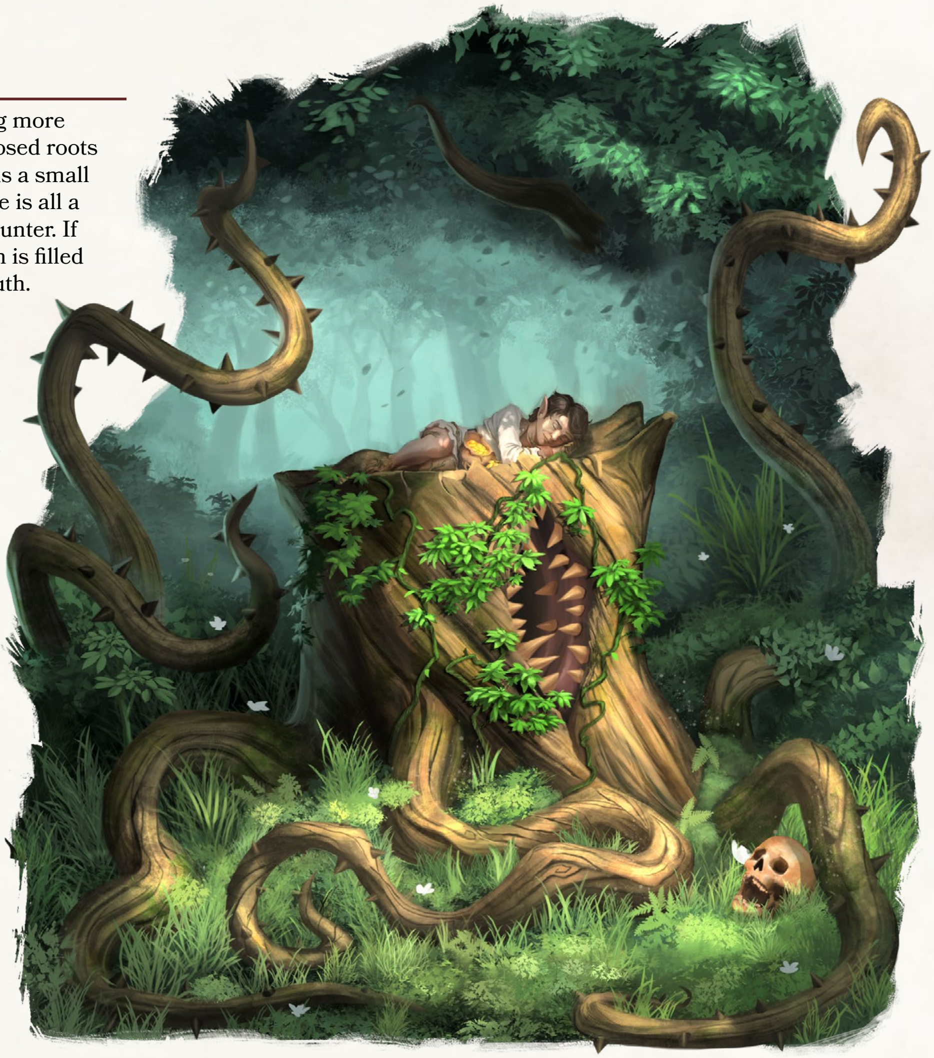
Poison Breath (Recharge 5–6). The tendriculos exhales poisonous splinters in a 30-foot cone. Each creature in the area must succeed on a DC 15 Constitution saving throw. On a failed save, a creature takes 22 (4d8 + 4) piercing damage and is poisoned for 1 minute. Until this poison ends, the creature is paralyzed. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't poisoned.

WOLF-IN-SHEEP'S-CLOTHING

At first glance, the wolf-in-sheep's-clothing appears nothing more than an old tree stump with a deep gash, with several exposed roots extending from its base. Often resting on top of its stump is a small creature, such as a furry mammal or bird. This appearance is all a ruse, however, as the wolf-in-sheep's-clothing is a vicious hunter. If inspected closely, one will notice that the deep gash, which is filled with rows of sharp poisonous thorns, is the creature's mouth. The wolf-in-sheep's-clothing uses its roots like tentacles to move and snatch prey.

Create Lure. The wolf-in-sheep's-clothing has a unique trait that makes it a very successful ambush predator. It has a strange organ inside its body that it can push out on top of its 'head.' This organ can then transform and mimic a small creature that the wolf-in-sheep's-clothing has eaten. This mimic is then used as a lure, manipulated to move and twitch, in conjunction with the creature's Mimicry ability, to make it look alive in order to draw the attention of would-be prey. A few have become crafty enough to create small sleeping humanoids and place enticing items beside them to would-be robbers.

Sinister Partners. The wolf-in-sheep's-clothing lives where it can blend in naturally with its surroundings and where prey is plentiful. Thus, it is often encountered in forests, swamps, and other areas where there is dense foliage and undergrowth. It is normally a solitary creature, but a few have been known to tolerate the presence of black duwendes, harpies, and tikbalangs. These creatures lure victims to the wolf-in-sheep's-clothing, which does the dirty work. Once the wolf-in-sheep's-clothing has fed, they carefully scoop up any valuable spoils that the wolf-in-sheep's-clothing discards. As long as they keep the wolf-in-sheep's-clothing fed, it leaves them alone.



WOLF-IN-SHEEP'S-CLOTHING

Large Plant, unaligned

Armor Class 11 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	16 (+3)	6 (-2)	12 (+1)	6 (-2)

Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Condition Immunities blinded, deafened, frightened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

False Appearance. If the wolf-in-sheep's-clothing is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the wolf-in-sheep's-clothing move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the wolf-in-sheep's-clothing is animate.

Mimicry. The wolf-in-sheep's-clothing can mimic any sound it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

Multiattack. The wolf-in-sheep's-clothing makes two Root Tendril attacks. If it is grappling with a creature, it can also use its Bite.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target it is grappling with. *Hit:* 9 (2d6 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute.

Root Tendril. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 2 (1d4) piercing damage and if the target is Large or smaller creature, it is also grappled (escape DC 13) and pulled 5 feet toward the wolf-in-sheep's-clothing. Until this grapple ends, the target is restrained and the wolf-in-sheep's-clothing can automatically hit the target with its root tendril. The wolf-in-sheep's-clothing has seven root tendrils, each of which can grapple only one target.

Each root tendril can be attacked (AC 11; 15 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the wolf-in-sheep's-clothing, which can grow a replacement tendril after 24 hours.

Create Lure. The wolf-in-sheep's-clothing extends an organ from the top of its body and alters the shape and appearance of this organ to that of a Small or smaller creature that it has eaten. This organ or "lure," can't move from its position. However, the wolf-in-sheep's-clothing can manipulate the lure to make it look alive, as if it is breathing, nodding, or waving. The lure's disguise isn't perfect and will not hold up to physical inspection (glassy eyes, texture of skin feels rubbery, etc.)

A creature can discern if the lure is real by using its action to inspect it and must succeed on a DC 13 Intelligence (Investigation) check. The creature must be within at least 15 feet of the lure to inspect it.

REVENANTS, TEMPLATE

REVENANT TEMPLATE

When a mortal creature becomes a revenant, it retains its statistics except as described below. The creature loses any trait, such as Amphibious, that assumes a living physiology. Celestials, constructs, fiends, elementals, oozes, and undead can't become revenants.

Type. The revenant's type changes to undead, and it no longer requires air, food, drink, or sleep.

Alignment. If the revenant's alignment is good or unaligned, it becomes Neutral.

Damage Resistance. The revenant has resistance to necrotic and psychic damage.

Damage Immunities. The revenant has immunity to poison. It also retains any immunities it had prior to becoming a revenant.

Condition Immunities. The revenant can't be charmed, frightened, paralyzed, or poisoned. It also doesn't suffer from exhaustion.

Ability Scores. Increase the revenant's Strength, Constitution, and Wisdom scores by 2. If its Charisma score is less than 18, set it to 18.

Senses. The revenant gains darkvision 60 ft., unless it already has it.

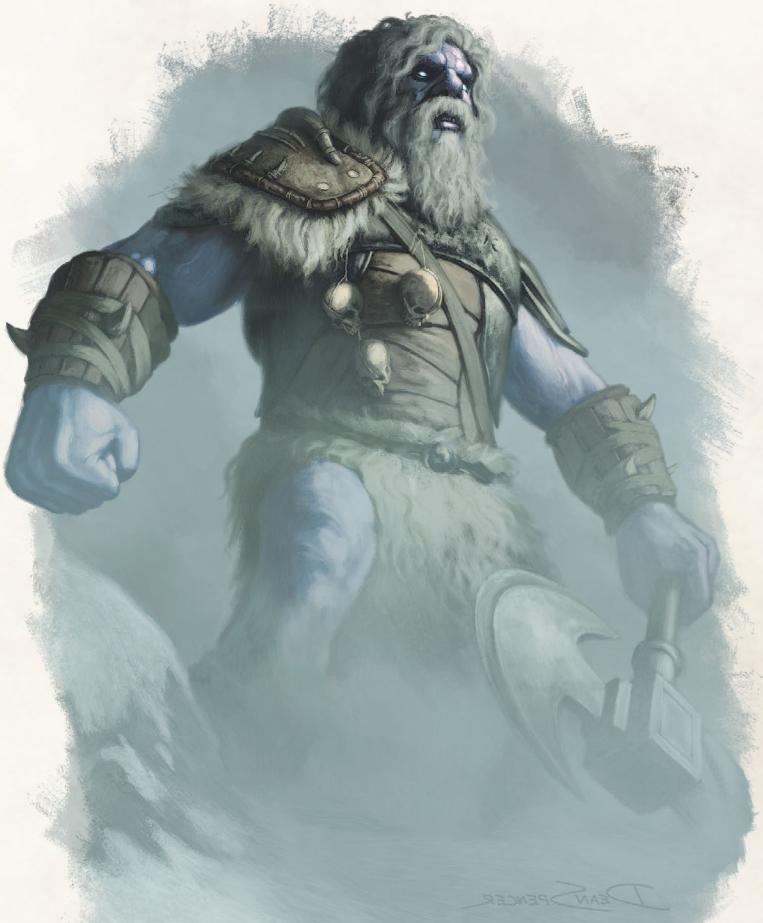
Challenge Rating. The revenant's CR is increased by 1.

Regeneration. The revenant regains 10 hit points at the start of its turn. If the revenant takes fire or radiant damage, this trait doesn't function at the start of the revenant's next turn. The revenant's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Rejuvenation. When the revenant's body is destroyed, its soul lingers. After 24 hours, the soul inhabits and animates a corpse of its creature type on the same plane of existence and regains all its hit points. While the soul is bodiless, a *wish* spell can be used to force the soul to go to the afterlife and not return.

Turn Immunity. The revenant is immune to effects that turn undead.

Vengeful Tracker. The revenant knows the distance to and direction of any creature against which it seeks revenge, even if the creature and the revenant are on different planes of existence. If the creature being tracked by the revenant dies, the revenant knows.



Vengeful Strikes. If the target hit by the revenant's melee attack is a creature against which the revenant has sworn vengeance, the target takes an extra 14 (4d6) weapon damage.

New Action: Vengeful Glare. The revenant gains the action Vengeful Glare (see Revenant). The save DC is equal to 8 + the creature's Charisma bonus + the creature's proficiency bonus.

FROST GIANT REVENANT

Huge Undead, typically Chaotic Evil

Armor Class 15 (Patchwork Armor)
Hit Points 150 (12d12 + 72)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	11 (+0)	12 (+1)	18 (+4)

Saving Throws Con +10, Wis +5, Cha +8
Skills Athletics +11, Perception +5
Damage Resistances necrotic, psychic
Damage Immunities cold, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned
Senses darkvision 60 ft., passive Perception 15
Languages Giant
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Regeneration. The revenant regains 10 hit points at the start of its turn. If the revenant takes fire or radiant damage, this trait doesn't function at the start of the revenant's next turn. The revenant's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Rejuvenation. When the revenant's body is destroyed, its soul lingers. After 24 hours, the soul inhabits and animates another frost giant corpse on the same plane of existence and regains all its hit points. While the soul is bodiless, a *wish* spell can be used to force the soul to go to the afterlife and not return.

Turn Immunity. The revenant is immune to effects that turn undead.

Vengeful Strikes. If the target hit by the revenant's melee attack is a creature against which the revenant has sworn vengeance, the target takes an extra 14 (4d6) weapon damage.

Vengeful Tracker. The revenant knows the distance to and direction of any creature against which it seeks revenge, even if the creature and the revenant are on different planes of existence. If the creature being tracked by the revenant dies, the revenant knows.

ACTIONS

Multiattack. The revenant makes two Greataxe attacks.

Greataxe. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) slashing damage.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Vengeful Glare. The revenant targets one creature it can see within 30 feet of it and against which it has sworn vengeance. The target must make a DC 16 Wisdom saving throw. On a failure, the target is paralyzed until the revenant deals damage to it, or until the end of the revenant's next turn. When the paralysis ends, the target is frightened of the revenant for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the revenant, ending the frightened condition on itself on a success.

MANTICORE REVENANT

Large Undead, typically Lawful Evil

Armor Class 14 (natural armor)
Hit Points 76 (8d10 + 32)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	19 (+4)	7 (-2)	14 (+2)	18 (+4)

Damage Resistances necrotic, psychic
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned
Senses darkvision 60 ft., passive Perception 12
Languages Common
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Regeneration. The revenant regains 10 hit points at the start of its turn. If the revenant takes fire or radiant damage, this trait doesn't function at the start of the revenant's next turn. The revenant's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Rejuvenation. When the revenant's body is destroyed, its soul lingers. After 24 hours, the soul inhabits and animates another manticore corpse on the same plane of existence and regains all its hit points. While the soul is bodiless, a *wish* spell can be used to force the soul to go to the afterlife and not return.

Turn Immunity. The revenant is immune to effects that turn undead.

Vengeful Strikes. If the target hit by the revenant's melee attack is a creature against which the revenant has sworn vengeance, the target takes an extra 10 (3d6) weapon damage.

Vengeful Tracker. The revenant knows the distance to and direction of any creature against which it seeks revenge, even if the creature and the revenant are on different planes of existence. If the creature being tracked by the revenant dies, the revenant knows.

ACTIONS

Multiattack. The revenant makes three attacks: one Bite attack and two Claws attacks, or three Tail Spike attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Tail Spike. *Ranged Weapon Attack:* +6 to hit, range 100/200 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Vengeful Glare. The revenant targets one creature it can see within 30 feet of it and against which it has sworn vengeance. The target must make a DC 14 Wisdom saving throw. On a failure, the target is paralyzed until the revenant deals damage to it, or until the end of the revenant's next turn. When the paralysis ends, the target is frightened of the revenant for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the revenant, ending the frightened condition on itself on a success.

OGRE REVENANT

Large Undead, typically Chaotic Evil

Armor Class 11 (hide armor)
Hit Points 66 (7d10 + 28)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	18 (+4)	5 (-3)	9 (-1)	18 (+4)

Damage Resistances necrotic, psychic
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned
Senses darkvision 60 ft., passive Perception 9
Languages Common, Giant
Challenge 3 (700 XP) **Proficiency Bonus** +2

Regeneration. The revenant regains 10 hit points at the start of its turn. If the revenant takes fire or radiant damage, this trait doesn't function at the start of the revenant's next turn. The revenant's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Rejuvenation. When the revenant's body is destroyed, its soul lingers. After 24 hours, the soul inhabits and animates another ogre corpse on the same plane of existence and regains all its hit points. While the soul is bodiless, a *wish* spell can be used to force the soul to go to the afterlife and not return.

Turn Immunity. The revenant is immune to effects that turn undead.

Vengeful Strikes. If the target hit by the revenant's melee attack is a creature against which the revenant has sworn vengeance, the target takes an extra 10 (3d6) weapon damage.

Vengeful Tracker. The revenant knows the distance to and direction of any creature against which it seeks revenge, even if the creature and the revenant are on different planes of existence. If the creature being tracked by the revenant dies, the revenant knows.

ACTIONS

Greatclub. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Vengeful Glare. The revenant targets one creature it can see within 30 feet of it and against which it has sworn vengeance. The target must make a DC 14 Wisdom saving throw. On a failure, the target is paralyzed until the revenant deals damage to it, or until the end of the revenant's next turn. When the paralysis ends, the target is frightened of the revenant for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the revenant, ending the frightened condition on itself on a success.

TREANT REVENANT

Huge Undead, typically Neutral

Armor Class 16 (natural armor)
Hit Points 150 (12d12 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (-1)	23 (+6)	12 (+1)	18 (+4)	18 (+4)

Damage Resistances bludgeoning, necrotic, piercing, psychic
Damage Immunities poison
Damage Vulnerabilities fire
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned
Senses darkvision 60 ft., passive Perception 14
Languages Common, Druidic, Elvish, Sylvan
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

False Appearance. While the revenant remains motionless, it is indistinguishable from a normal tree.

Regeneration. The revenant regains 10 hit points at the start of its turn. If the revenant takes fire or radiant damage, this trait doesn't function at the start of the revenant's next turn. The revenant's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Rejuvenation. When the revenant's body is destroyed, its soul lingers. After 24 hours, the soul inhabits and animates another treant corpse on the same plane of existence and regains all its hit points. While the soul is bodiless, a *wish* spell can be used to force the soul to go to the afterlife and not return.

Siege Monster. The revenant deals double damage to objects and structures.

Turn Immunity. The revenant is immune to effects that turn undead.

Vengeful Strikes. If the target hit by the revenant's melee attack is a creature against which the revenant has sworn vengeance, the target takes an extra 14 (4d6) weapon damage.

Vengeful Tracker. The revenant knows the distance to and direction of any creature against which it seeks revenge, even if the creature and the revenant are on different planes of existence. If the creature being tracked by the revenant dies, the revenant knows.

ACTIONS

Multiattack. The revenant makes two Slam attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/180 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Animate Trees (1/Day). The revenant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the revenant. The tree remains animate for 1 day or until it dies; until the revenant dies or is more than 120 feet from the tree; or until the revenant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

Vengeful Glare. The revenant targets one creature it can see within 30 feet of it and against which it has sworn vengeance. The target must make a DC 16 Wisdom saving throw. On a failure, the target is paralyzed until the revenant deals damage to it, or until the end of the revenant's next turn. When the paralysis ends, the target is frightened of the revenant for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the revenant, ending the frightened condition on itself on a success.

WYVERN REVENANT

Large Undead, typically Neutral

Armor Class 16 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	5 (-3)	14 (+2)	18 (+4)

Skills Perception +5
Damage Resistances necrotic, psychic
Damage Immunities poison
Damage Vulnerabilities fire
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Regeneration. The revenant regains 10 hit points at the start of its turn. If the revenant takes fire or radiant damage, this trait doesn't function at the start of the revenant's next turn. The revenant's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Rejuvenation. When the revenant's body is destroyed, its soul lingers. After 24 hours, the soul inhabits and animates another wyvern corpse on the same plane of existence and regains all its hit points. While the soul is bodiless, a *wish* spell can be used to force the soul to go to the afterlife and not return.

Turn Immunity. The revenant is immune to effects that turn undead.

Vengeful Strikes. If the target hit by the revenant's melee attack is a creature against which the revenant has sworn vengeance, the target takes an extra 14 (4d6) weapon damage.

Vengeful Tracker. The revenant knows the distance to and direction of any creature against which it seeks revenge, even if the creature and the revenant are on different planes of existence. If the creature being tracked by the revenant dies, the revenant knows.

ACTIONS

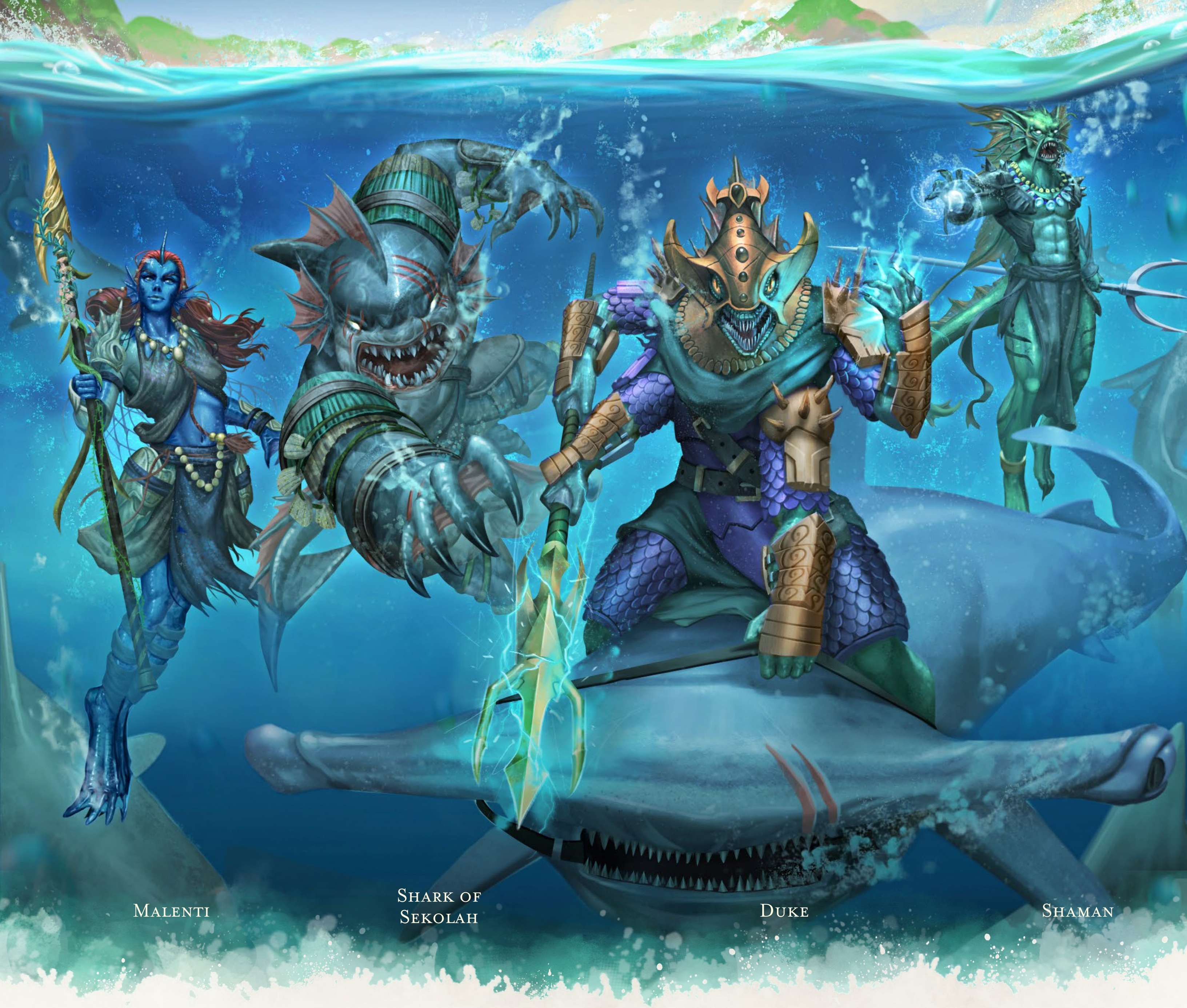
Multiattack. The revenant makes two attacks: one with its Bite and one with its Stinger. While flying, it can use its Claws in place of one other attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Stinger. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Vengeful Glare. The revenant targets one creature it can see within 30 feet of it and against which it has sworn vengeance. The target must make a DC 15 Wisdom saving throw. On a failure, the target is paralyzed until the revenant deals damage to it, or until the end of the revenant's next turn. When the paralysis ends, the target is frightened of the revenant for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the revenant, ending the frightened condition on itself on a success.



SAHUAGIN

MALENTI

Malentis are the mutated offspring of sahuagin that look nearly identical to sea elves, the sahuagins' sworn enemies, except for their retractable claws and fangs. Although shunned by sahuagin, the elders recognize their value and train them as spies and assassins, before sending them to infiltrate a sea elf colony. Despite spending most of their life with sea elves, malentis remain fiercely loyal to their kin.

DUKE

When a sahuagin baron becomes favored by Sekolah the Great Shark, it is because of its unparalleled cunning, ferocity, and prowess in battle. This sahuagin baron gains the title of Duke and rules over all sahuagin barons and their followers. The sahuagin duke is gifted divine-like powers, able to unleash powerful lightning bolts and jets of water.

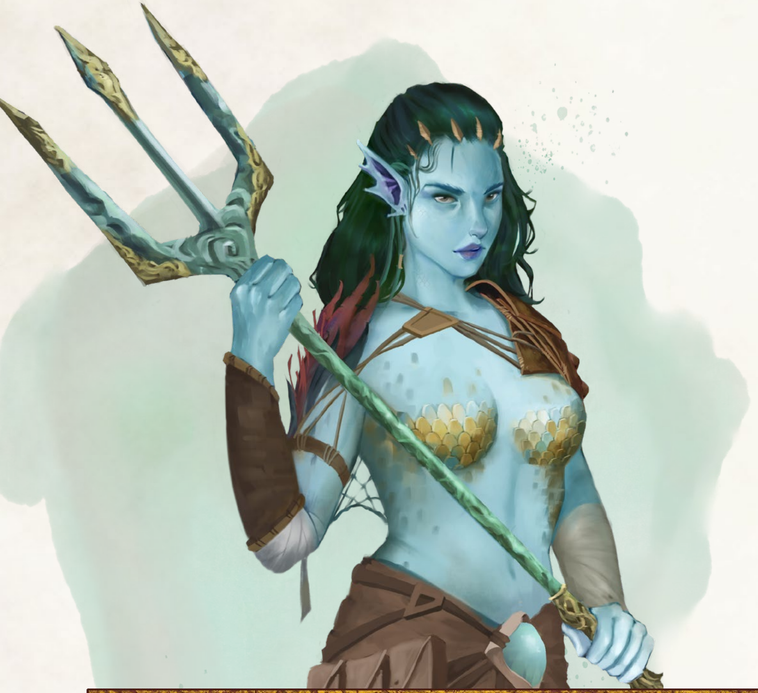
SHARK OF SEKOLAH

The Shark of Sekolah is a sahuagin lycanthrope that is favored by the Shark God. In its humanoid form, the sahuagin has heightened senses and can smell blood within 500 feet. It is a bloodthirsty predator in shark form, but it is more terrifying in its hybrid form - a giant sahuagin with a large dorsal fin on its back, a pointed conical snout, a maw filled with razor-sharp jagged teeth, and a powerful crescent-shaped tail.

The Shark of Sekolah dislikes using weapons, favoring tearing enemies apart with just its claws and jaws. While the Shark of Sekolah often leads war parties of sahuagin, it prefers to hunt alone.

SHAMAN

Most sahuagin shamans worship Sekolah, but a few draw power from Olhydra, the Princess of Evil Water. These shamans focus on the elemental nature of water, harnessing and manipulating it against their enemies.



MALENTI

Medium Humanoid (Sahuagin), typically Lawful Evil

Armor Class 13 (natural armor)
Hit Points 16 (3d8 + 3)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	12 (+1)	10 (+0)	15 (+2)

Skills Deception +6, Perception +4, Persuasion +6
Senses darkvision 120 ft., passive Perception 14
Languages Common, Elvish, Sahuagin
Challenge 1 (200 XP) **Proficiency Bonus** +2

Blood Frenzy. The malenti has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The malenti can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The malenti can magically command any shark within 120 feet of it, using a limited telepathy.

Sneak Attack (1/Turn). The malenti deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the malenti that isn't incapacitated and the malenti doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The malenti makes two melee attacks: one with its Bite and one with its Claws or Spear.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d3 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d3 + 2) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

BONUS ACTIONS

Cunning Action. The malenti takes the Dash, Disengage, or Hide action.

SAHUAGIN DUKE

Large Humanoid (Sahuagin), typically Lawful Evil

Armor Class 16 (breastplate)
Hit Points 93 (11d10 + 33)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	17 (+3)	14 (+2)	14 (+2)	17 (+3)

Saving Throws Str +8, Con +6, Wisdom +5
Skills Intimidation +9, Perception +8, Survival +5
Senses darkvision 120 ft., passive Perception 18
Languages Aquan, Sahuagin
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but he needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

ACTIONS

Multiattack. The sahuagin makes three attacks: one with his Bite and two with his Claws or Trident.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage, or 14 (2d8 + 5) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) lightning damage and the target can't take reactions until the start of the sahuagin's next turn.

Forked Lightning (Recharge 5–6). The sahuagin unleashes a bolt of lightning that arcs toward a target of his choice that he can see within 60 feet of him. Two bolts then leap from that target to as many as two other targets, each of which must be within 15 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts. Each target must make a DC 14 Constitution saving throw. On a failed save, a target takes 18 (4d8) lightning damage and is incapacitated until the end of the sahuagin's next turn. On a successful save, a target takes half as much damage and isn't incapacitated.

LEGENDARY ACTIONS

The sahuagin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The sahuagin regains spent legendary actions at the start of his turn.

Move. The sahuagin moves up to half his speed.
Bite. The sahuagin makes a Bite attack.
Trident (Costs 2 Actions). The sahuagin makes a Trident attack.
Water Jet (Costs 3 Actions). *Ranged Weapon Attack:* +8 to hit, range 120 ft., one target. *Hit:* 21 (6d6) bludgeoning damage, and the target is knocked prone if it fails a DC 14 Strength saving throw. If the target fails its saving throw by 5 or more, it is also stunned until the end of its next turn.

Sahuagin Shark of Sekolah

Large Humanoid (Sahuagin, shapechanger), typically Lawful Evil

Armor Class 13 (natural armor)
Hit Points 67 (9d10 + 18)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	15 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +7, Con +5
Skills Perception +8, Survival +5
Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered
Senses darkvision 120 ft., passive Perception 18
Languages Sahuagin
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

Actions

Multiattack. The sahuagin makes one Bite attack and two Claw attacks. It can replace its Bite attack with Worry.

Bite (Shark or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage and the target is grappled (escape DC 15) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the sahuagin can't Bite attack another target.

Claw (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Tail (Shark or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target it isn't grappling with. *Hit:* 8 (1d8 + 4) bludgeoning damage and if the target is a Large or smaller creature, it must succeed on a DC 15 Constitution saving throw or be stunned until the end of its next turn.

Worry (Shark or Hybrid Form Only). A creature the sahuagin is grappling must make a DC 15 Constitution saving throw. On a failed save, the creature takes 17 (3d8 + 4) slashing damage and is stunned until the end of the sahuagin's next turn. On a successful save, the creature takes half as much damage and isn't stunned.

Change Shape. The sahuagin magically transforms into a Large shark, while retaining its game statistics. This transformation ends if the sahuagin is reduced to 0 hit points or uses an action to end it.

Legendary Actions

The sahuagin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The sahuagin regains spent legendary actions at the start of its turn.

Charge. The sahuagin moves up to its speed.
Tail. The sahuagin makes a Tail attack.
Jaws (Costs 2 Actions). The sahuagin makes a Bite attack or uses Worry.

Sahuagin Shaman

Medium Humanoid (Sahuagin), typically Lawful Evil

Armor Class 12 (natural armor)
Hit Points 60 (11d8 + 11)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	12 (+1)	16 (+3)	12 (+1)

Skills Perception +5
Senses darkvision 120 ft., passive Perception 15
Languages Sahuagin
Challenge 3 (700 XP) **Proficiency Bonus** +2

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

Actions

Multiattack. The sahuagin makes two melee attacks: one with its Bite and one with its Claws or Spear.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

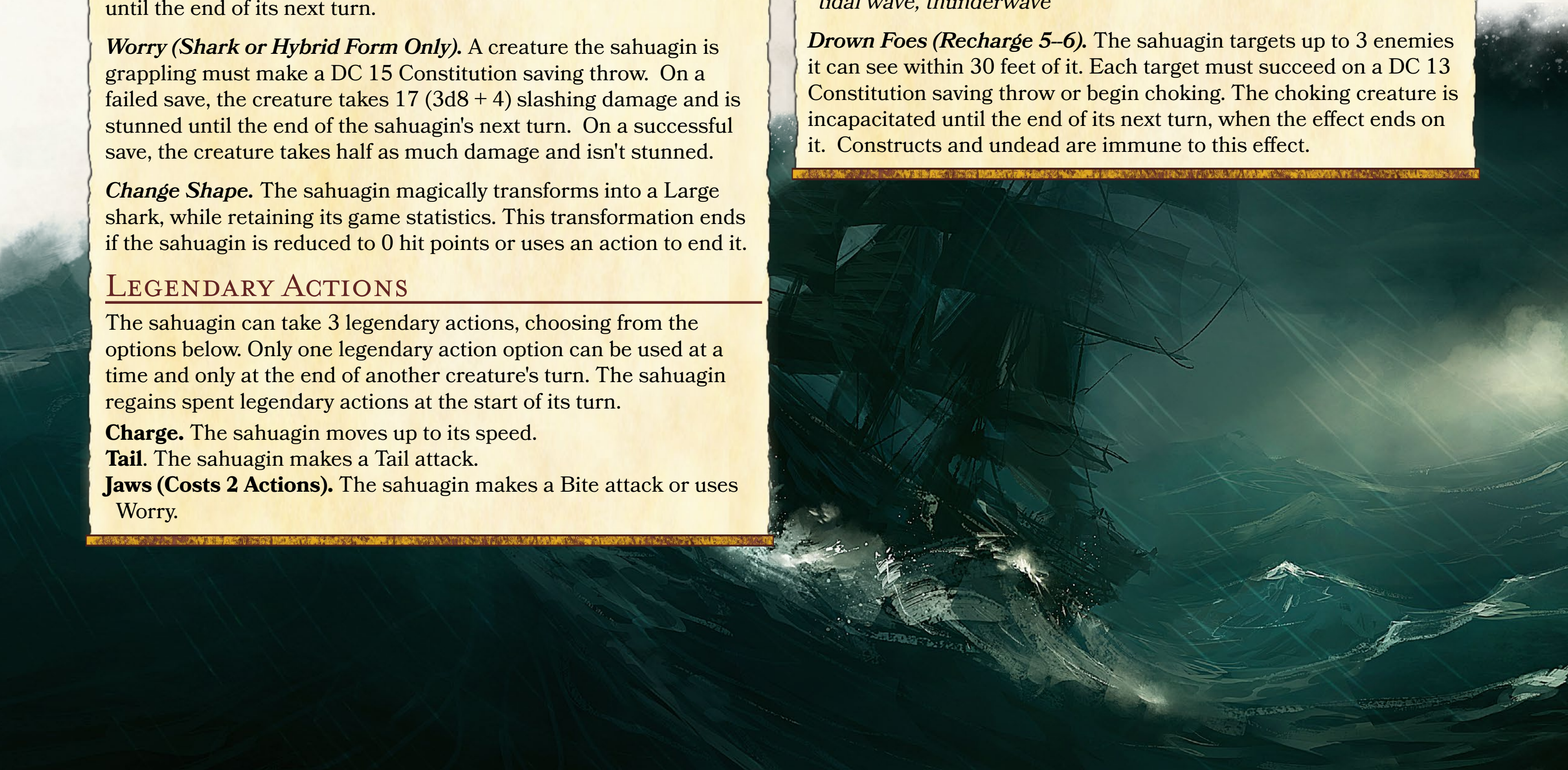
Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

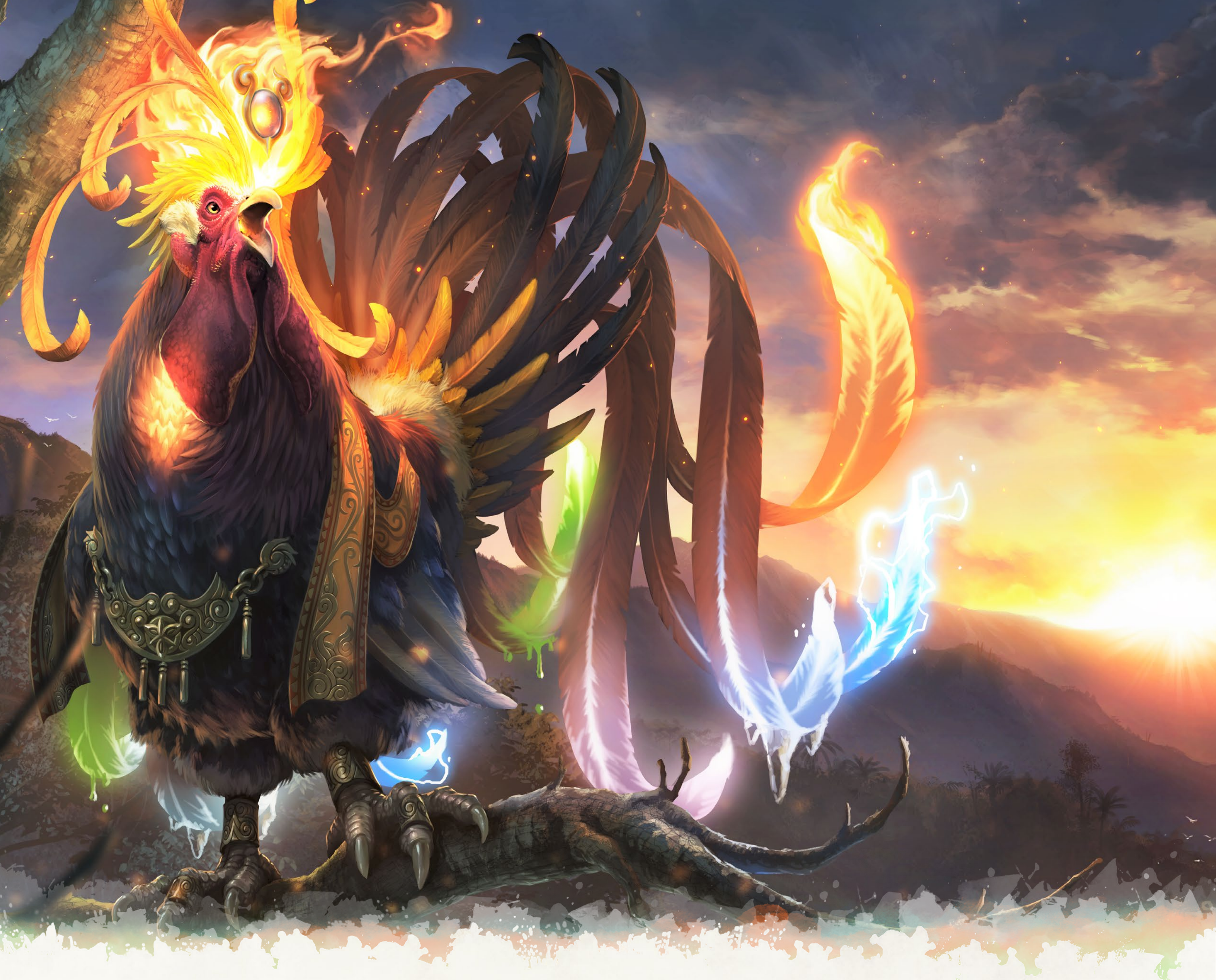
Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack, plus 7 (2d6) cold damage.

Spellcasting. The sahuagin casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *druidcraft, poison spray* (2d12), *shape water*
1/day each: *call lightning, control water, fog cloud, mirror image, tidal wave, thunderwave*

Drown Foes (Recharge 5–6). The sahuagin targets up to 3 enemies it can see within 30 feet of it. Each target must succeed on a DC 13 Constitution saving throw or begin choking. The choking creature is incapacitated until the end of its next turn, when the effect ends on it. Constructs and undead are immune to this effect.





SARIMANOK

SARIMANOK (SAREEMA-NOUK)

The wondrous sarimanok is a shrewd and benevolent celestial creature that frequently travels the Outer Planes, the Ethereal Plane, and the Material Plane. It resembles a giant, 6-foot tall, majestic red junglefowl with a multicolored plumage. It has a razor-sharp beak, spurs, and talons that are as hard as mithral. The comb on its head blazes with a fiery radiance, and the feathery sickles of its 10-foot long tail radiate a variety of elemental and magical energies. The sarimanok is seen as a symbol of good fortune, health, and bountiful harvests.

Celestial Stewards. Sarimanoks are native to The Seven Heavens of Mount Celestia but they can also be found wandering Arcadia, Bytopia, Elysium, the Beastlands, and in the ancient jungles of the Material Plane. Each sarimanok works for a specific, powerful angel or archon. They primarily serve as stewards or guides that help travelers journey through the Outer Planes but they also act as emissaries, messengers, and ushers. They are most often sent by their masters to bring aid to their worshippers whose lands may be suffering from severe droughts or plagues. Sometimes they are sent to guard sacred relics or holy places. If an angel or archon requires to speak to someone directly in person, perhaps to give it a quest, it may send its sarimanok to fetch them.

Divine Duelists. Sarimanoks always enjoy physical combat and often spar with archons, couatls, and guardinals. They even join friendly combat and training tournaments held in the Upper Planes. Their powerful beaks and talons can pierce and shred the toughest of armors. The deadly feather sickles of their main tails can cause different harmful effects, depending on what hits a target - from inflicting a specific type of energy damage, turning a victim to stone, and to banishing one to a different plane of existence. Aside from their melee skills, they can also cast potent spells and unleash a magical crow that aids, protects, and emboldens the sarimanok's allies that hear it.

Greater Sarimanoks. These very rare noble specimens reach a height of 10 feet and have tails that are 15 feet long. Greater sarimanoks personally serve the deities of the Upper Planes.

SARIMANOK

Medium Celestial, typically Lawful Good

Armor Class 17 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	14 (+2)	17 (+3)	17 (+3)

Saving Throws Dex +6, Wis +6, Cha +6
Skills Insight +6, Perception +6
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 60 ft., passive Perception 16
Languages Celestial, Common, Sylvan, telepathy 60 ft.
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Illumination. The sarimanok sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

Magic Resistance. The sarimanok has advantage on saving throws against spells and other magical effects.

Magic Weapons. The sarimanok's weapon attacks are magical.

ACTIONS

Multiattack. The sarimanok makes three attacks: one with its Beak, one with its Talons, and one with its Prismatic Tail.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Prismatic Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* Roll a d8 to determine which color tail affects the target.

1. *Red.* 17 (5d6) fire damage.
2. *Orange.* 17 (5d6) acid damage.
3. *Yellow.* 17 (5d6) lightning damage.
4. *Green.* 17 (5d6) poison damage.
5. *Blue.* 17 (5d6) cold damage.
6. *Indigo.* The target must make a DC 14 Constitution saving throw. or become petrified for 1 hour. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
7. *Violet.* The target must make DC 14 Wisdom saving throw or be transported to another plane of existence of the GM's choosing. (Typically, a creature that is on a plane that isn't its home plane is banished home, while other creatures are usually cast into the Astral or Ethereal planes.) A creature can repeat the saving throw at the end of each of its turns. On a success, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.
8. *Special.* The target is struck by two tails. Roll twice more, rerolling any 8.

Spellcasting. The sarimanok casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 14):

At will: *detect evil and good*
3/day each: *bless* (no concentration required), *dawn, plane shift*
1/day each: *control weather, heal*

Sarimanok's Crow (1/Day). The sarimanok emits a magical crow. Each creature of the sarimanok's choice that is within 120 feet of it, can hear it, and not already affected by Sarimanok's Crow gains 5 temporary hit points and advantage on initiative rolls, becomes immune to being charmed and frightened, and can't be put to sleep by magic for 1 minute.

SARIMANOK, GREATER

Large Celestial, typically Lawful Good

Armor Class 18 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	19 (+4)	15 (+2)	18 (+4)	18 (+4)

Saving Throws Dex +7, Wis +8, Cha +8
Skills Insight +8, Perception +8
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 60 ft., passive Perception 18
Languages Celestial, Common, Sylvan, telepathy 60 ft.
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Illumination. The sarimanok sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Magic Resistance. The sarimanok has advantage on saving throws against spells and other magical effects.

Magic Weapons. The sarimanok's weapon attacks are magical.

ACTIONS

Multiattack. The sarimanok makes three attacks: one with its Beak, one with its Talons, and one with its Prismatic Tail.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 21 (4d8 + 3) slashing damage.

Prismatic Tail. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* Roll a d8 to determine which color tail affects the target.

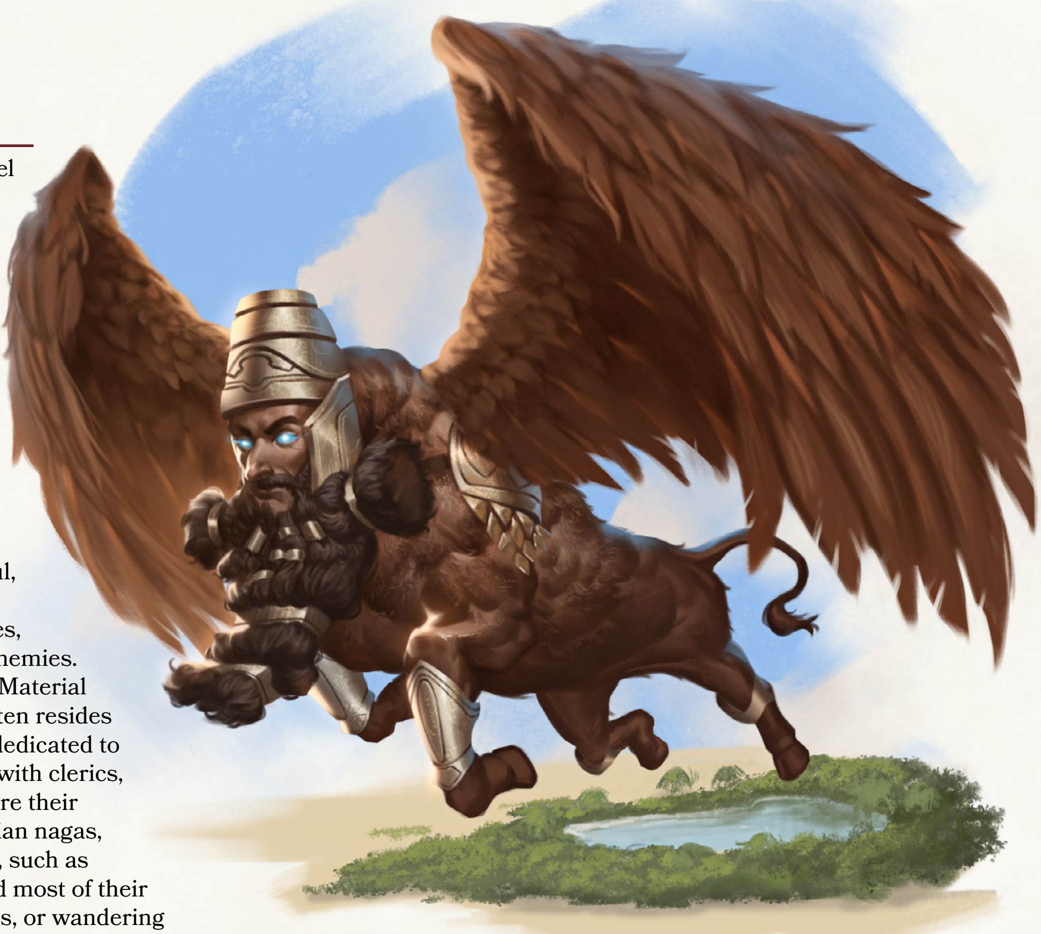
1. *Red.* 35 (10d6) fire damage.
2. *Orange.* 35 (10d6) acid damage.
3. *Yellow.* 35 (10d6) lightning damage.
4. *Green.* 35 (10d6) poison damage.
5. *Blue.* 35 (10d6) cold damage.
6. *Indigo.* The target must make a DC 16 Constitution saving throw or become petrified for 24 hours. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
7. *Violet.* The target must make DC 16 Wisdom saving throw or be transported to another plane of existence of the GM's choosing. (Typically, a creature that is on a plane that isn't its home plane is banished home, while other creatures are usually cast into the Astral or Ethereal planes.) A creature can repeat the saving throw at the end of each of its turns. On a success, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.
8. *Special.* The target is struck by two tails. Roll twice more, rerolling any 8.

Spellcasting. The sarimanok casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 16):

At will: *detect evil and good*
3/day each: *bless* (no concentration required), *dawn, plane shift*
1/day each: *control weather, heal, prismatic spray*

Sarimanok's Crow (1/Day). The sarimanok emits a magical crow. Each creature of the sarimanok's choice that is within 120 feet of it, can hear it, and not already affected by Sarimanok's Crow gains 10 temporary hit points and advantage on initiative rolls, becomes immune to being charmed and frightened, and can't be put to sleep by magic for 1 minute.

SHEDU



SHEDU

Wise and incredibly intelligent, the shedu travel the planes to extoll the virtues of goodness and order. It resembles a winged, muscular bull that has a humanoid head with dwarven features. Ornamental armor and jewelry adorn its body, hair, and intricately braided beard.

Champion of Good and Order. The shedu is a relentlessly logical thinker and contemplative being, and, thus, it isn't a surprise that it is often mistaken for being too stoic or strict. The shedu selflessly lives to maintain order and defend against evil creatures, especially demons and githyankis. In combat, it tramples its foes with its powerful, psionic-enhanced hooves. It supplements its melee attacks with its powerful psychic abilities, enabling it to incapacitate and outmaneuver enemies.

Lawful Allies. The shedu lives mainly in the Material Plane, preferring warm and dry climates. It often resides in or near monasteries, temples, and shrines dedicated to deities of Law and Good, sometimes working with clerics, paladins, monks, and other creatures who share their views, such as archons, angels, couatls, guardian nagas, ki-rins, and lammasus. More powerful shedim, such as the greater shedu and enlightened ones, spend most of their time either in meditation, training monk psions, or wandering the planes. It is not uncommon for adventurers to seek help from these shedim, especially if it concerns traveling to the Astral and Outer Planes.

SHEDU

Large Monstrosity, typically Lawful Good

Armor Class 15 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	17 (+3)	18 (+4)	14 (+2)	14 (+2)

Saving Throws Con +6, Int +7, Wis +5
Skills Arcana +7, Insight +8, Perception +8, Religion +10
Damage Resistances psychic
Condition Immunities charmed, exhaustion, frightened
Senses truesight 60 ft., passive Perception 18
Languages Celestial, Common, Draconic, telepathy 60 ft.
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Rational Mind. The shedu has advantage on Intelligence and Wisdom saving throws.

Sure-Footed. The shedu has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Multiattack. The shedu makes two Hoof attacks.

Hoof. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) psychic damage.

Spellcasting. The shedu casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 15):

At will: *absorb elements* (2nd level), *clairvoyance, telekinesis*
2/day each: *dominate person, misty step*
1/day: *astral projection*

Etherealness. The shedu magically enters the Ethereal Plane from the Material Plane, or vice versa.

Trample (Recharge 5–6).The shedu moves up to its speed in a straight line. During this move, it can enter Medium or smaller creatures' spaces. A creature whose space the shedu enters must succeed on a DC 15 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the shedu's path. On a failed save, the creature falls prone and takes 22 (4d8 + 4) bludgeoning damage plus 14 (4d6) psychic damage. If the shedu remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the shedu. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 15 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the shedu and is no longer restrained.

Mind Hammer (3/Day). The shedu targets a creature it can see within 60 feet of it and psychically slams the creature's mind. The target must succeed on a DC 15 Wisdom saving throw or take 27 (5d8) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Shedu, Greater

Large Monstrosity, typically Lawful Good

Armor Class 15 (natural armor)
Hit Points 190 (20d10 + 80)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	19 (+4)	20 (+5)	14 (+2)	14 (+2)

Saving Throws Con +8, Int +9, Wis +6
Skills Arcana +9, Insight +10, Perception +10, Religion +13
Damage Resistances psychic; nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)
Condition Immunities charmed, exhaustion, frightened
Senses truesight 60 ft., passive Perception 20
Languages Celestial, Common, Draconic, telepathy 60 ft.
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Rational Mind. The shedu has advantage on Intelligence and Wisdom saving throws.

Sure-Footed. The shedu has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Multiattack. The shedu makes two Hoof attacks.

Hoof. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 7 (2d6) psychic damage.

Spellcasting. The shedu casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 17):

At will: *absorb elements* (3rd level), *clairvoyance, telekinesis*
2/day each: *dominate person, feather fall, misty step*
1/day each: *astral projection, banishment, stoneskin**
*The shedu casts this spell on itself before combat.

Etherealness. The shedu magically enters the Ethereal Plane from the Material Plane, or vice versa.

Trample (Recharge 5–6).The shedu moves up to its speed in a straight line. During this move, it can enter Medium or smaller creatures' spaces. A creature whose space the shedu enters must succeed on a DC 16 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the shedu's path. On a failed save, the creature falls prone and takes 23 (4d8 + 5) bludgeoning damage plus 14 (4d6) psychic damage. If the shedu remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the shedu. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 17 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the shedu and is no longer restrained.

Mind Hammer (3/Day). The shedu targets a creature it can see within 60 feet of it and psychically slams the creature's mind. The target must succeed on a DC 17 Wisdom saving throw or take 32 (7d8) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Shedu Enlightened One

Large Monstrosity, typically Lawful Good

Armor Class 15 (natural armor)
Hit Points 228 (24d10 + 96)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	19 (+4)	22 (+6)	16 (+3)	14 (+2)

Saving Throws Dex +5, Con +10, Int +11, Wis +8
Skills Arcana +11, Insight +13, Perception +13, Religion +16
Damage Resistances psychic; nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)
Condition Immunities charmed, exhaustion, frightened
Senses truesight 60 ft., passive Perception 23
Languages Celestial, Common, Draconic, telepathy 60 ft.
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Legendary Resistance (3/Day). If the shedu fails a saving throw, it can choose to succeed instead.

Rational Mind. The shedu has advantage on Intelligence and Wisdom saving throws.

Sure-Footed. The shedu has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Multiattack. The shedu makes two Hoof attacks.

Hoof. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 10 (3d6) psychic damage.

Spellcasting. The shedu casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 19):

At will: *absorb elements* (4th level), *clairvoyance, telekinesis*
2/day each: *blur, dominate person, feather fall, misty step*
1/day each: *astral projection, banishment, haste, stoneskin**
*The shedu casts this spell on itself before combat.

Etherealness. The shedu magically enters the Ethereal Plane from the Material Plane, or vice versa.

Trample (Recharge 5–6).The shedu moves up to its speed in a straight line. During this move, it can enter Medium or smaller creatures' spaces. A creature whose space the shedu enters must succeed on a DC 18 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the shedu's path. On a failed save, the creature falls prone and takes 23 (4d8 + 5) bludgeoning damage plus 21 (6d6) psychic damage. If the shedu remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the shedu. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 19 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the shedu and is no longer restrained.

Mind Hammer (3/Day). The shedu targets a creature it can see within 60 feet of it and psychically slams the creature's mind. The target must succeed on a DC 19 Wisdom saving throw or take 40 (9d8) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The shedu can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The shedu regains spent legendary actions at the start of its turn.

Move. The shedu moves up to half its speed.
Hoof (Costs 2 Actions). The shedu makes a Hoof attack.
Psionics (Costs 3 Actions). The shedu uses Etherealness, Mind Hammer, or Spellcasting.

SHOCKER LIZARDS

SHOCKER LIZARD

At first glance, a shocker lizard looks like an ordinary wild lizard. It earns its monicker for being able to unleash powerful electrical energies from its body. Its head is bullet-shaped, framed by two large horns that curve to its back. The shocker lizard's scales range from blue to teal in color, with the hue becoming paler to the point of being gray on its underside. The end of its tail has several spike prongs which can sense distant electrical discharges. The common shocker lizard is about 6 feet long. Hatchlings are only about 2-3 feet long. Very rare specimens have been seen measuring lengths of 15 to 20 feet long.

Lightning Generator. The shocker lizard generates large electric currents through a highly specialized nervous system that works in tandem with its unique electric organ. This act is often triggered when it feels highly stressed, such as being threatened or in pain. It can also be triggered if it detects a nearby shocker lizard discharging electricity. Even though the electrical shock does not harm it, it has evolved to learn how to chain the electrical shocks to maximize its coverage. The most common shocker lizard encountered can generate 15-foot radius waves of electricity. Larger ones can generate even bigger and more powerful waves of electrical currents. Crafty trapmakers, especially kobolds, capture live shocker lizards and place them at the bottom of oil-slick pit traps the lizards cannot climb out of.

Herd Hunters. Shocker lizards live in warm and temperate caves, coastlines, forests, and swamps where their prey is plentiful. They usually hunt bugs, fish, reptiles, and rodents but they have been known to bring down even larger prey. They tend to work together, herding their prey close before generating chains of electrical shocks to catch as many targets as possible, such as a school of fish, a cave full of bats, or a party of adventurers.

SHOCKER LIZARD

Medium Monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 40 ft., climb 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	13 (+1)	2 (-4)	12 (+1)	6 (-2)

Damage Immunities lightning
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Electricity Sense. The shocker lizard can detect an electrical discharge within 120 feet of it.

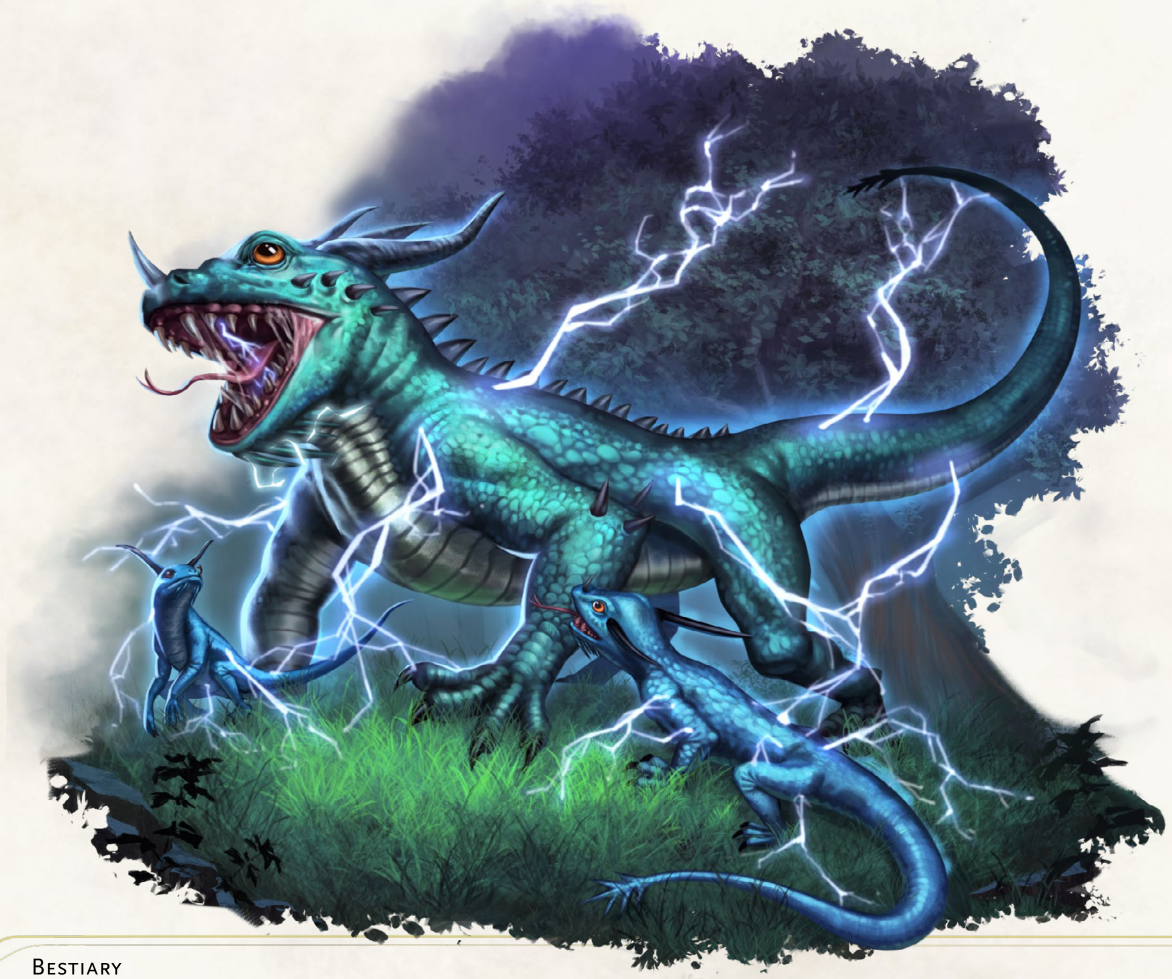
ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 7 (2d6) lightning damage.

Lightning Shock (Recharge 5–6). The shocker lizard discharges electricity in a 15-foot-radius sphere centered on itself. Each creature in that area must make a DC 11 Constitution saving throw, taking 10 (3d6) lightning damage on a failed save, or half as much damage on a successful one. If the creature fails its saving throw by 5 or more, it is also incapacitated until the end of its next turn.

REACTIONS

Chain Lightning Shock. If a creature within 15 feet of the shocker lizard uses Lightning Shock, the shocker lizard uses its Lightning Shock, if available.



SHOCKER LIZARD HATCHLING

Small Monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 7 (2d6)
Speed 30 ft., climb 20 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	11 (+0)	2 (-4)	11 (+0)	6 (-2)

Damage Immunities lightning
Senses darkvision 60 ft., passive Perception 10
Languages –
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Electricity Sense. The shocker lizard can detect an electrical discharge within 60 feet of it.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 3 (1d6) lightning damage.

Lightning Shock (Recharge 5–6). The shocker lizard discharges electricity in a 10-foot-radius sphere centered on itself. Each creature in that area must make a DC 10 Constitution saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one. If the creature fails its saving throw by 5 or more, it is also incapacitated until the end of its next turn.

REACTIONS

Chain Lightning Shock. If a creature within 15 feet of the shocker lizard uses Lightning Shock, the shocker lizard uses its Lightning Shock, if available.

SHOCKER LIZARD, GIANT

Large Monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 40 ft., climb 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	17 (+3)	2 (-4)	13 (+1)	6 (-2)

Damage Immunities lightning
Senses darkvision 60 ft., passive Perception 11
Languages –
Challenge 3 (700 XP) **Proficiency Bonus** +2

Electricity Sense. The shocker lizard can detect an electrical discharge within 120 feet of it.

ACTIONS

Multiattack. The shocker lizard makes two attacks: one with its Bite and one with its Claws.

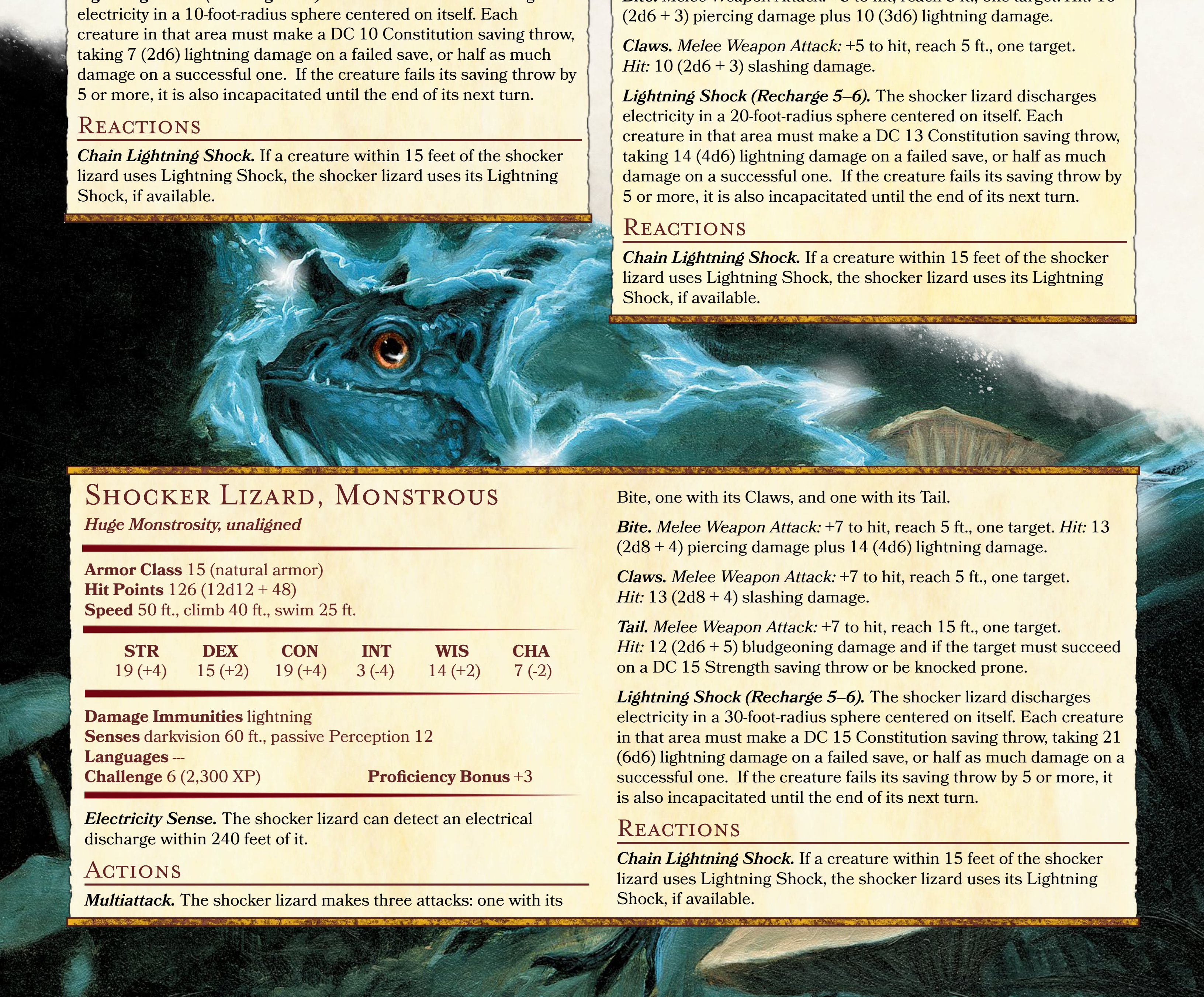
Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 10 (3d6) lightning damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Lightning Shock (Recharge 5–6). The shocker lizard discharges electricity in a 20-foot-radius sphere centered on itself. Each creature in that area must make a DC 13 Constitution saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one. If the creature fails its saving throw by 5 or more, it is also incapacitated until the end of its next turn.

REACTIONS

Chain Lightning Shock. If a creature within 15 feet of the shocker lizard uses Lightning Shock, the shocker lizard uses its Lightning Shock, if available.



SHOCKER LIZARD, MONSTROUS

Huge Monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 126 (12d12 + 48)
Speed 50 ft., climb 40 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	19 (+4)	3 (-4)	14 (+2)	7 (-2)

Damage Immunities lightning
Senses darkvision 60 ft., passive Perception 12
Languages –
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Electricity Sense. The shocker lizard can detect an electrical discharge within 240 feet of it.

ACTIONS

Multiattack. The shocker lizard makes three attacks: one with its Bite, one with its Claws, and one with its Tail.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 14 (4d6) lightning damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage and if the target must succeed on a DC 15 Strength saving throw or be knocked prone.

Lightning Shock (Recharge 5–6). The shocker lizard discharges electricity in a 30-foot-radius sphere centered on itself. Each creature in that area must make a DC 15 Constitution saving throw, taking 21 (6d6) lightning damage on a failed save, or half as much damage on a successful one. If the creature fails its saving throw by 5 or more, it is also incapacitated until the end of its next turn.

REACTIONS

Chain Lightning Shock. If a creature within 15 feet of the shocker lizard uses Lightning Shock, the shocker lizard uses its Lightning Shock, if available.

SPHINXES

SPHINXES

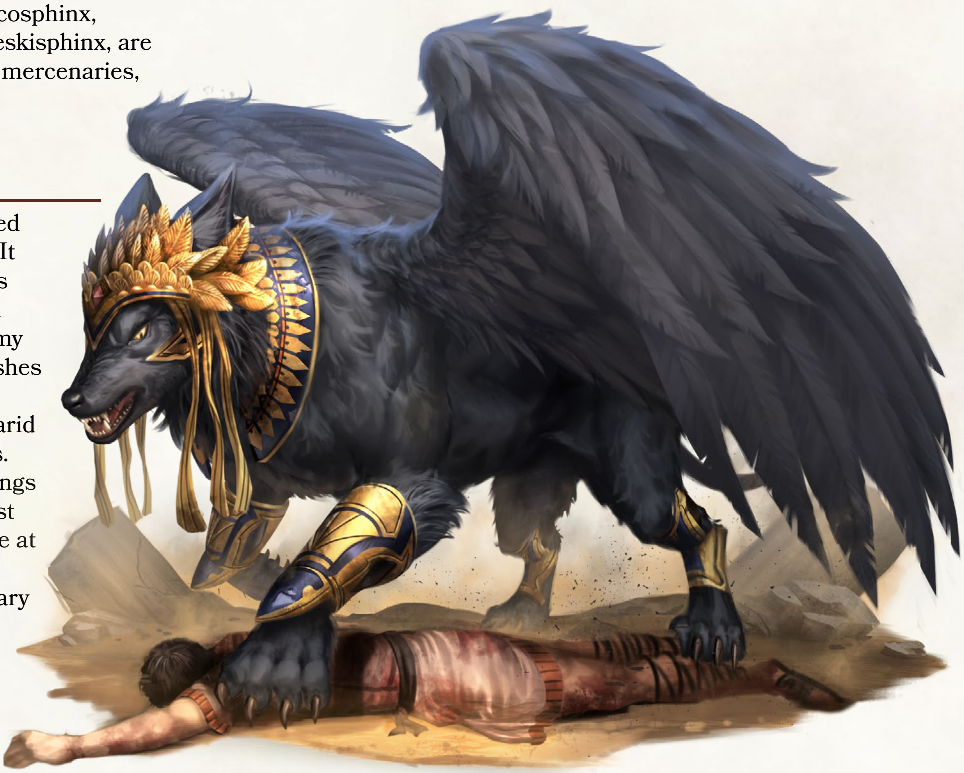
Not all sphinxes are divine guardians tasked to guard gods' treasures. Some sphinxes, like the canisphinx, crocosphinx, dracosphinx, luposphinx, taurusphinx, and the threskisphinx, are free to do as they please. They sometimes work as mercenaries, offering their services to powerful entities.

CANISPHINX

The despicable canisphinx appears as a black-furred lion with a jackal's head and the wings of a falcon. It is a cunning and opportunistic predator, stalking its prey patiently and biding its time until it can attack by surprise. The canisphinx never engages an enemy unless it believes it has the upper hand. It also relishes toying and terrorizing weaker prey before killing it.

Waste Dweller. The canisphinx prefers to live in arid grasslands, bushlands, deserts, and open savannas. It makes its lair in caves, ruins, and rock outcroppings with high vantage points where it can survey its vast territory. The canisphinx is crepuscular, most active at dawn and dusk.

Monstrous Allies. Canisphinxes are usually solitary hunters, but they can also be encountered as a mated pair. In some instances, they will work with jackalweres and lamias. Mummy lords have also employed canisphinxes as scouts. Canisphinxes hate opinicuses and attack them on sight.



CANISPHINX

Large Monstrosity, typically Neutral Evil

Armor Class 16 (natural armor)
Hit Points 97 (13d10 + 26)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	10 (+0)	16 (+3)	14 (+2)

Skills Deception +8, Perception +6, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities psychic
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 16
Languages Common, Sphinx
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Keen Hearing and Smell. The sphinx has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Magic Weapons. The sphinx's weapon attacks are magical.

ACTIONS

Multiattack. The sphinx makes one Bite attack and two Claw attacks. If both Claw attacks hit the same target, the target takes an extra 4 (1d8) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Howl (2/Day). The sphinx emits a magical howl. Each time it howls before finishing a long rest, the howl becomes more potent, as detailed below. Each creature within 200 feet of the sphinx and able to hear the howl must make a saving throw.

First Howl. Each enemy creature that fails a DC 13 Wisdom saving throw is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Second Howl. Each enemy creature that fails a DC 13 Wisdom saving throw is frightened for 1 minute. A frightened creature is paralyzed and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

The sphinx can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The sphinx regains spent legendary actions at the start of its turn.

Claw Attack. The sphinx makes one Claw attack.

Teleport (Costs 2 Actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Raking Pounce (Costs 3 Actions). The sphinx moves up to its speed without provoking opportunity attacks and makes two Claw attacks. If both Claw attacks hit the same target, the target takes an extra 4 (1d8) slashing damage.

Crocosphinx

Large Monstrosity, typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 40 ft., fly 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	17 (+3)	6 (-2)	15 (+2)	10 (+0)

Skills Perception +6, Stealth +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities psychic
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 16
Languages Common, Sphinx
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Hold Breath. The sphinx can hold its breath for 30 minutes.

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Magic Weapons. The sphinx's weapon attacks are magical.

Actions

Multiattack. The sphinx makes one Bite attack and two Claw attacks. If both Claw attacks hit the same target, the target takes an extra 4 (1d8) slashing damage. It can use Death Roll in place of its Bite attack, if available.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained, the sphinx can automatically hit the target with its Bite attack, and the sphinx can't attack another target with its Bite attack.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Death Roll (Recharge 5–6). While the sphinx is underwater, a creature the sphinx is grappling must make a DC 17 Strength saving throw. On a failed save, the creature takes 31 (4d12 + 5) slashing damage and is stunned until the end of its next turn. On a successful save, the creature takes half as much damage and isn't stunned.

Hiss and Bellow (2/Day). The sphinx emits a magical hiss or bellow. The first time it uses this feature before finishing a long rest, the sphinx uses Hiss. The second time it uses this feature before finishing a long rest, it uses Bellow. Each creature within 60 feet of the sphinx and able to hear the Sphinx must make a saving throw.

Hiss. Each creature that fails a DC 15 Wisdom saving throw is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bellow. Each creature that fails a DC 15 Wisdom saving throw is frightened for 1 minute. A frightened creature is knocked prone and stunned and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The sphinx can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The sphinx regains spent legendary actions at the start of its turn.

Claw Attack. The sphinx makes one Claw attack.

Teleport (Costs 2 Actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Raking Pounce (Costs 3 Actions). The sphinx moves up to its speed without provoking opportunity attacks and makes two Claw attacks. If both Claw attacks hit the same target, the target takes an extra 4 (1d8) slashing damage.

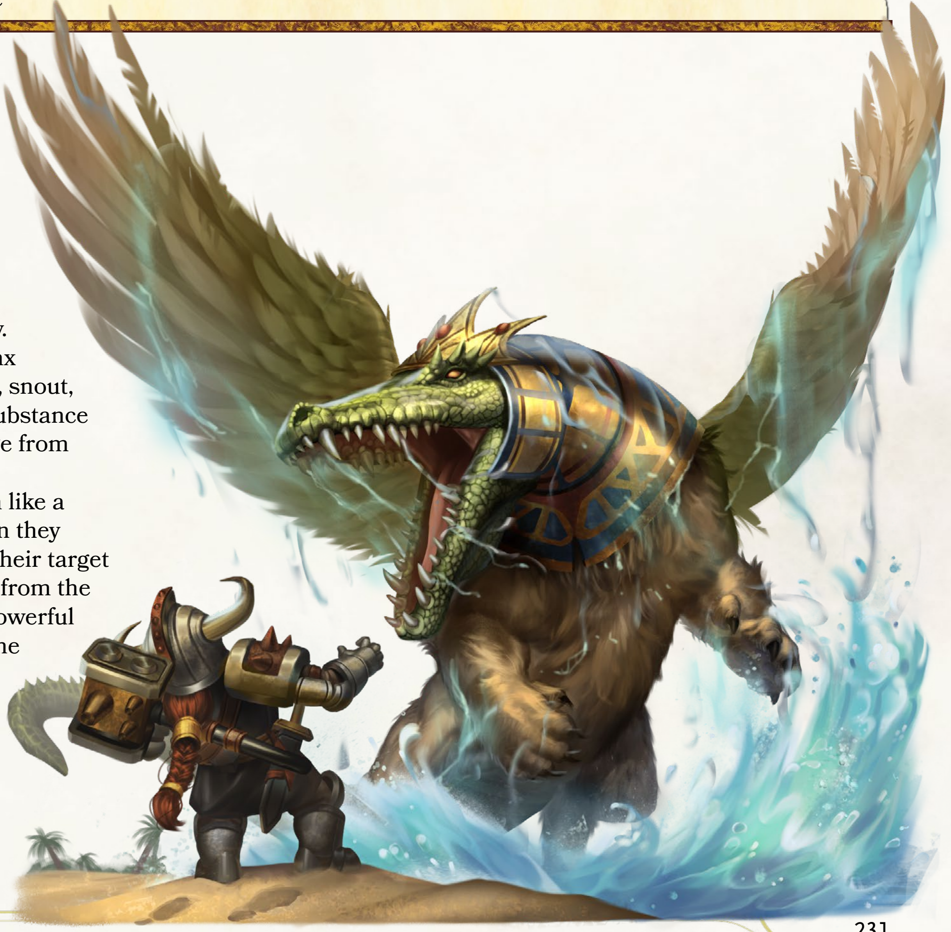
Crocosphinx

The crocosphinx is a nightmarish monstrosity that lurks in bayous, creeks, marshes, rivers, and swamps. It has a hulking leonine body, large feathered wings, and a crocodilian tail. Its head is that of a massive crocodile with light green osteoderms and a maw filled with sharp, serrated teeth, framed by a lion's mane with small horn-like scales jutting out from its nape to the back of its body.

Water Dweller. Like its reptilian kin, the crocosphinx spends most of its time submerged with only its eyes, snout, and top of its head visible. Its wings secrete an oily substance that resists water, enabling the crocosphinx to emerge from underwater and immediately fly effortlessly.

Ambush Hunter. The crocosphinx hunts very much like a crocodile, patiently waiting for prey to approach when they come for a drink at the edge of the riverbank. When their target is within striking distance, the crocosphinx explodes from the water with blinding speed, propelling itself with its powerful tail and wings before locking its prey with its jaws. The crocosphinx then drag its victim into the water where it can use its death roll.

Monstrous Allies. Crocosphinxes are aggressive, cruel, and evil. They sometimes lead tribes of lizardfolk and gatorfolk, who revere them. They have been known to associate with black dragons, hag covens, mummy lords, evil nagas, and yuan-ti.



DRACOSPHINX

Large Monstrosity (Dragon), typically Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	17 (+3)	18 (+4)	11 (+0)	16 (+3)

Saving Throws Dex +5, Con +7, Int +8, Wis +4
Skills Arcana +8, Perception +4, Stealth +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire, psychic
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 14
Languages Common, Draconic, Sphinx
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Magic Weapons. The sphinx's weapon attacks are magical.

ACTIONS

Multiattack. The sphinx makes one Bite attack and two Claw attacks. If both Claw attacks hit the same target, the target takes an extra 4 (1d8) slashing damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Spellcasting. The sphinx casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):
At will: *dancing lights, mage hand, mind sliver* (2d6), *minor illusion*
1/day each: *charm person, counterspell, fear,* greater invisibility,* major image,* mislead,* phantasmal force,* phantasmal killer**

Fire Breath (Recharge 5–6). The sphinx exhales fire in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 49 (14d6) fire damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Displacement (Recharges after the Sphinx Casts an Illusion Spell of 1st Level or Higher*). The sphinx projects an illusion that makes the sphinx appear to be standing in a place a few inches from its actual location, causing any creature to have disadvantage on attack rolls against the sphinx. The effect ends if the sphinx takes damage, it is incapacitated, or its speed becomes 0.

LEGENDARY ACTIONS

The sphinx can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The sphinx regains spent legendary actions at the start of its turn.

Claw Attack. The sphinx makes one Claw attack.
Teleport (Costs 2 Actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.
Cast a Spell (Costs 3 Actions). The sphinx uses Spellcasting.

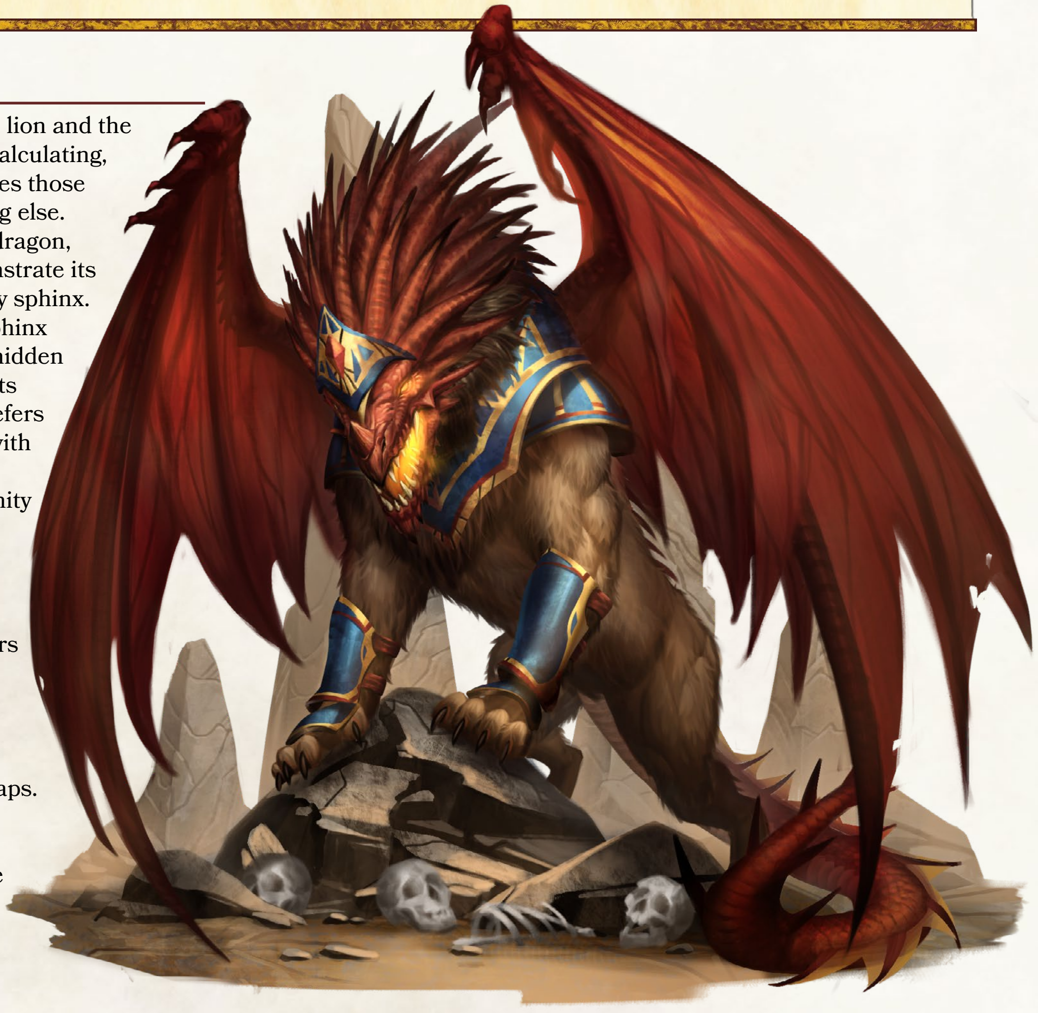
DRACOSPHINX

The dracosphinx has the body and limbs of a lion and the head, wings, and tail of a red dragon. It is a calculating, cunning, and narcissistic monster that believes those of its kind are destined to rule over everything else. It craves and hoards treasure just like a red dragon, and relishes playing a battle of wits to demonstrate its perceived intellectual superiority, just like any sphinx.

Draconic Trickster. In combat, the dracosphinx let its allies engage first while it keeps itself hidden or invisible. It plans its actions and chooses its targets carefully before it strikes. While it prefers to use spells, it won't hesitate to maul a foe with its fangs and claws if it won't put itself in any danger. If hard-pressed or it sees an opportunity to hit multiple targets, it will use its powerful fire breath attack. If the dracosphinx recognizes it is losing the fight, it will try to escape or negotiate its way out of it.

Secret Lairs. Dracosphinxes make their lairs in great caverns located within high desert mountains and volcanoes or deep within the ruins of sunken temples and pyramids. The dracosphinx always keeps its lairs hidden by illusions and protected by various magical traps.

Monstrous Allies. It is not uncommon for dracosphinxes to have kobolds, lizardfolk, dracotaurs, and minotaurs as minions. Some dracosphinxes have been known to work with the Cult of the Dragon and the Church of Tiamat, serving as both guardian and advisor.



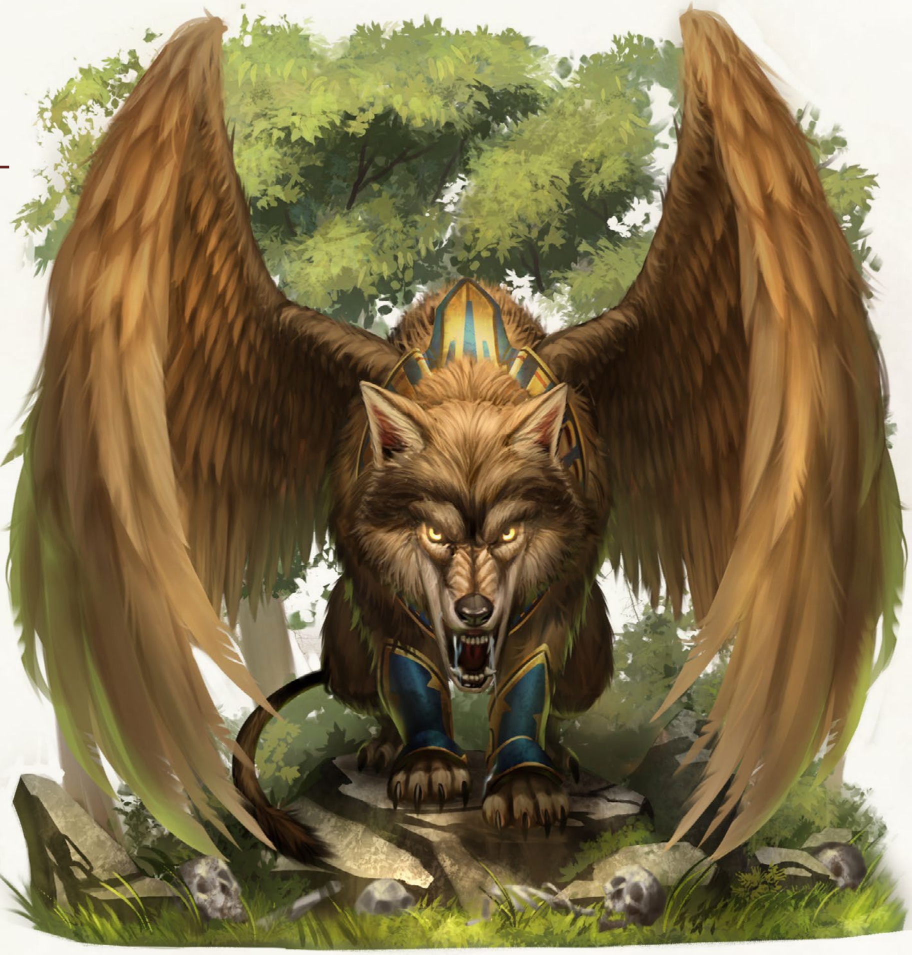
LUPOSPHINX

The rapacious luposphinx bears the head of a giant wolf on its leonine body. It is a shrewd creature that constantly seeks to expand its territory. It does this by forming packs of subservient beasts and humanoids, establishing itself as their alpha.

Woodland Predator. The luposphinx lives in temperate swamps, coastal prairies, and woodland areas. It makes its lair in the ruins of temples and keeps or large caves. The luposphinx will eat any type of meat, even carrion, but it has developed a taste for elven and halfling flesh and goes out of its way to hunt for them.

Pack Tactics. In combat, the luposphinx usually lets its allies attack first. It then picks the most vulnerable target, maneuvering into a position where it can flank it and possibly attack by surprise. If faced with large numbers of enemies, the luposphinx can let loose a terrifying howl that can cause creatures to turn and flee.

Monstrous Allies. Luposphinxes tend to associate with and dominate bugbears, goblins, xvarts, wolves, dire wolves, and winter wolves. They have also been known to work with werewolves and with cultists of Malar the Beast Lord.



LUPOSPHINX

Large Monstrosity, typically Neutral Evil

Armor Class 15 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	8 (-1)	15 (+2)	12 (+1)

Skills Perception +5, Stealth +5, Survival +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities psychic
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 15
Languages Common, Sphinx
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Keen Hearing and Smell. The sphinx has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Magic Weapons. The sphinx's weapon attacks are magical.

Pack Tactics. The sphinx has advantage on an attack roll against a creature if at least one of the sphinx's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The sphinx makes one Bite attack and two Claw attacks. If both Claw attacks hit the same target, the target takes an extra 4 (1d8) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Howl (2/Day). The sphinx emits a magical howl. Each enemy creature within 100 feet of the sphinx and able to hear the howl must make a DC 13 Wisdom saving throw or become frightened for 1 minute. A frightened creature must spend its turns trying to move as far away from the sphinx as it can, and it can't willingly move to a space within 30 feet of it. The frightened creature also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

The sphinx can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The sphinx regains spent legendary actions at the start of its turn.

Claw Attack. The sphinx makes one Claw attack.
Teleport (Costs 2 Actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.
Raking Pounce (Costs 3 Actions). The sphinx moves up to its speed without provoking opportunity attacks and makes two Claw attacks. If both Claw attacks hit the same target, the target takes an extra 4 (1d8) slashing damage.

TAURUSPHINX

Large Monstrosity, typically Chaotic Neutral

Armor Class 14 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	6 (-2)	10 (+0)	8 (-1)

Skills Athletics +8, Perception +3
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities psychic
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 13
Languages Common, Sphinx
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Charge. If the sphinx moves at least 20 feet straight toward a creature and then hits it with a Gore attack on the same turn, the target takes an extra 11 (2d10) piercing damage.

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Reckless. At the start of its turn, the sphinx can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Magic Weapons. The sphinx's weapon attacks are magical.

ACTIONS

Multiattack. The sphinx makes three attacks: one Gore attack and two Claw attacks. If both Claw attacks hit the same target, the target takes an extra 4 (1d8) slashing damage.

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Bellow (2/Day). The sphinx emits a magical bellow. Each time it bellows before finishing a long rest, the bellow is louder and the effect is different, as detailed below. Each creature within 60 feet of the sphinx and able to hear the bellow must make a saving throw.

First Bellow. Each creature that fails a DC 14 Constitution saving throw is deafened for 1 minute. A deafened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Second Bellow. Each creature that fails a DC 14 Constitution saving throw is deafened for 1 minute. A deafened creature is stunned and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

The sphinx can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The sphinx regains spent legendary actions at the start of its turn.

Claw Attack. The sphinx makes one Claw attack.

Teleport (Costs 2 Actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

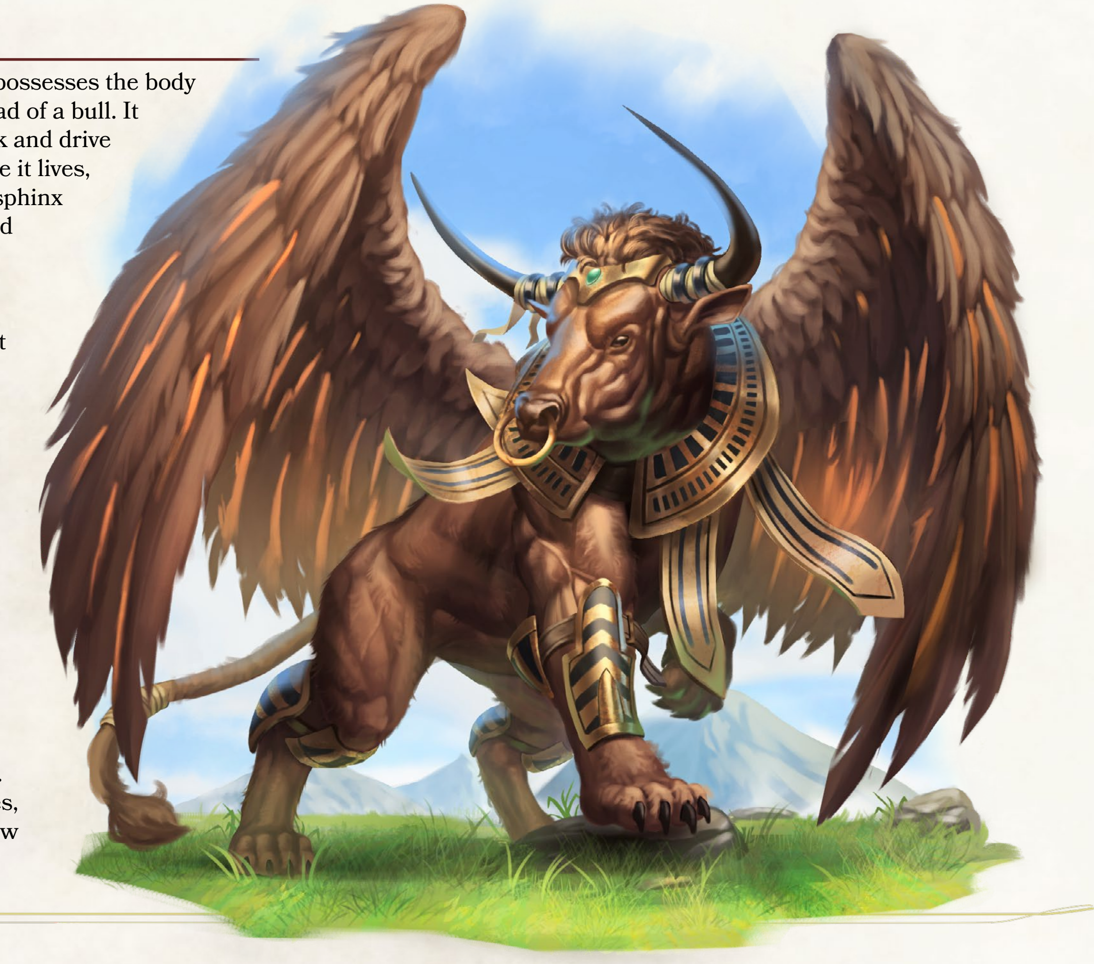
Raking Pounce (Costs 3 Actions). The sphinx moves up to its speed without provoking opportunity attacks and makes two Claw attacks. If both Claw attacks hit the same target, the target takes an extra 4 (1d8) slashing damage.

TAURUSPHINX

The irascible and dimwitted taurusphinx possesses the body of a lion, the wings of a falcon, and the head of a bull. It is a very territorial creature and will attack and drive off anything that it sees encroaching where it lives, including other male sphinxes. The taurusphinx has an intense desire for gynosphinxes and will stop at nothing to mate with them. It collects treasure in the hopes of offering it to a gynosphinx. Gynosphinxes detest taurusphinxes, however, and avoid them at all costs.

Grasslands Hunter. The taurusphinx is usually found in plains, grassy hills, savannahs, and tundras and makes its lair in caves and ruins. The taurusphinx is omnivorous, feeding primarily on grass but supplements its diet with meat. It usually hunts grazing mammals but will not hesitate to prey on humanoids if food is scarce.

Mighty Beast. In combat, a taurusphinx will first charge at its prey, goring it with its massive horns. If the target is still alive after this brutal attack, the taurusphinx usually finishes it off with its raking claws. Against numerous or more formidable foes, the taurusphinx will use its powerful bellow to deafen and stun them.

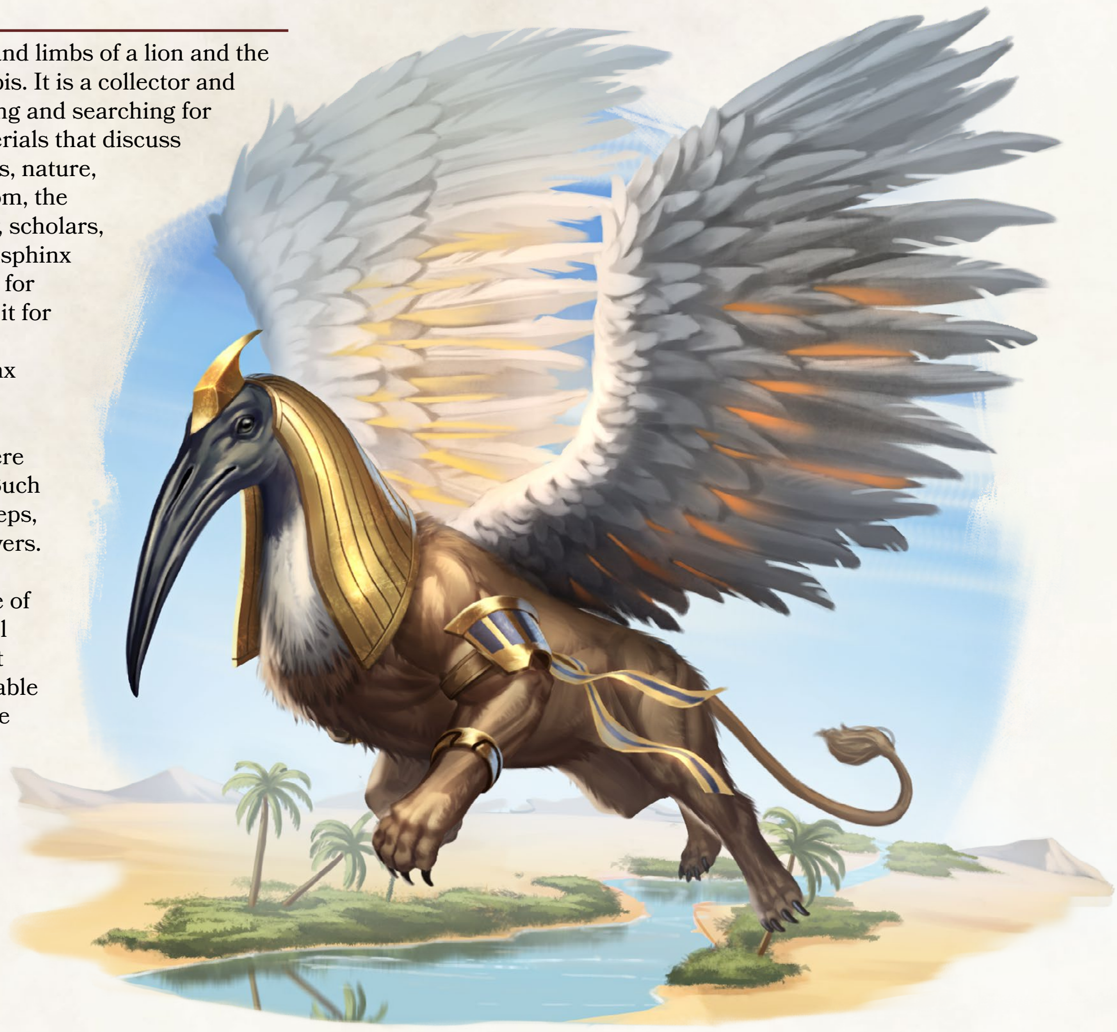


THRESKISPHINX

The noble threskisphinx has the body and limbs of a lion and the great feathered wings and head of an ibis. It is a collector and devourer of knowledge, always procuring and searching for books, tomes, and various written materials that discuss arcana, geography, history, mathematics, nature, and religion. Because of its great wisdom, the threskisphinx is often sought by royalty, scholars, wizards, and adventurers. The threshkisphinx will not hesitate to share its knowledge for as long as those who receive it will use it for good.

Reclusive Collector. The threskisphinx lives where it can keep its library and collection of books and historical relics organized and well-kept, as well as where it can scribe its own works in privacy. Such places would be abandoned castles, keeps, monasteries, temples, and wizard's towers. It obsessively keeps its lair clean and pristine, using magic to ensure it is free of molds and pests. The threskisphinx will rarely allow visitors inside its abode, let alone its library. It may take a considerable gift and an impressive reputation for the threskisphinx to make an exception.

Magic Suppressor. A threskisphinx abhors combat and will never willingly get into a physical confrontation. It will always try to resolve a conflict through peaceful means or through a battle of wits. If forced to fight, the threskisphinx will mainly use its spells and focus on suppressing enemies' magical items.



THRESKISPHINX

Large Monstrosity, typically Neutral good

Armor Class 15 (natural armor)
Hit Points 105 (14d10 + 28)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	18 (+4)	18 (+4)	16 (+3)

Skills Arcana +7, Insight +7, Nature +7, Perception +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities psychic
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 17
Languages Common, Sphinx
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Magic Weapons. The sphinx's weapon attacks are magical.

ACTIONS

Multiattack. The sphinx makes two Claw attacks. If both Claw attacks hit the same target, the target takes an extra 9 (2d8) slashing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Spellcasting. The sphinx casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *druidcraft, guidance, produce flame* (2d8)
1/day each: *create or destroy water, erupting earth, freedom of movement, healing spirit, moonbeam, polymorph, tidal wave*

Suppress Magic (Recharge 5–6). The sphinx targets one magic item it can see within 120 feet of it. If the magic item isn't an artifact, its magical properties are suppressed for 10 minutes, until the sphinx is incapacitated or dies, or until the sphinx uses a bonus action to end the effect.

LEGENDARY ACTIONS

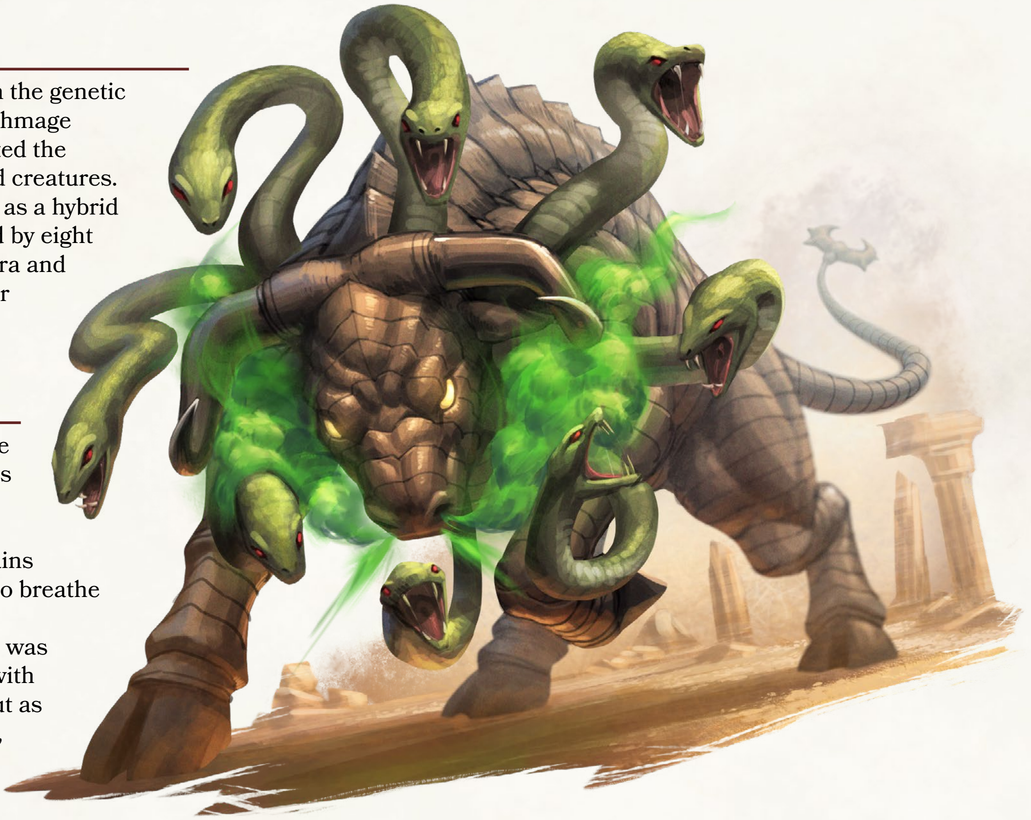
The sphinx can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The sphinx regains spent legendary actions at the start of its turn.

Claw Attack. The sphinx makes one Claw attack.
Teleport (Costs 2 Actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.
Cast a Spell (Costs 3 Actions). The sphinx uses Spellcasting.

THESSALMONSTERS

THESSALMONSTER

A thessalmonster is a rare creature born from the genetic experiments of the mad lich Thessalar, an archmage transmuter who is also rumored to have created the mimic, owlbear, and a few other amalgamated creatures. The thessalmonster is typically characterized as a hybrid creature with a large central maw surrounded by eight venomous serpents that regenerate like a hydra and a prehensile tail that ends in a powerful pincer claw.



THESSALGORGON

As its name implies, the thessalgorgon has the body and head of a gorgon, with eight serpents attached to its shoulder, circling the gorgon's head. Its tail ends with a pincer claw, which it uses to snatch smaller prey. The creature retains the behavior of a gorgon, including its ability to breathe petrifying gas.

Rare Specimen. The original thessalgorgon was released by its creator and was able to mate with normal gorgons. Most of its offspring come out as normal gorgons, but once in every generation, a thessalgorgon is born from the original line. Because of its formidable abilities, a thessalgorgon is often sought after as sentries by powerful beings.

THESSALGORGON

Large Monstrosity, unaligned

Armor Class 19 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +9
Damage Immunities poison
Condition Immunities petrified, poisoned
Senses darkvision 60 ft., passive Perception 19
Languages —
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Multiple Serpent Heads. The thessalgorgon has eight serpent heads. While it has more than one serpent head, the thessalgorgon has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the thessalgorgon takes 5 or more damage in a single turn, one of its serpent heads dies.

At the end of its turn, it grows two serpent heads for each of its serpent heads that died since its last turn, unless it has taken fire or acid damage since its last turn. The thessalgorgon regains 5 hit points for each serpent head regrown in this way.

Wakeful. While the thessalgorgon sleeps, at least one of its serpent heads is awake.

Trampling Charge. If the thessalgorgon moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the thessalgorgon can make one attack with its hooves against it as a bonus action.

ACTIONS

Multiattack. The thessalgorgon makes three attacks: one with its Flurry of Serpent bites, one to Gore or with its Hooves, and one with its Tail Pincer.

Flurry of Serpent Bites. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 3 (1d6) poison damage for each serpent head it has.

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage.

Hooves. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Tail Pincer. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage and if the target is a Medium or smaller creature, it is also grappled (escape DC 17). Until this grapple ends, the target is restrained, and the thessalgorgon can't use its Tail Pincer attack on another target.

Petrifying Breath (Recharge 5–6). The thessalgorgon exhales petrifying gas in a 30-foot cone. Each creature in that area must succeed on a DC 16 Constitution saving throw. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the *greater restoration* spell or other magic.

THESSALHYDRA

Huge Monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +8
Damage Immunities acid, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 18
Languages —
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Hold Breath. The thessalhydra can hold its breath for 1 hour.

Multiple Serpent Heads. The thessalhydra has eight serpent heads. While it has more than one serpent head, the thessalhydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the thessalhydra takes 10 or more damage in a single turn, one of its serpent heads dies.

At the end of its turn, it grows two serpent heads for each of its serpent heads that died since its last turn, unless it has taken fire or acid damage since its last turn. The thessalhydra regains 10 hit points for each serpent head regrown in this way.

Reactive Heads. For each serpent head the thessalhydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks. The thessalhydra can only use its Serpent Bite attack for these extra opportunity attacks.

Wakeful. While the thessalhydra sleeps, at least one of its heads is awake.

ACTIONS

Multiattack. The thessalhydra makes as many Serpent Bite attacks as it has serpent heads. It then makes two additional attacks: one with its Maw and one with its Tail Pincer.

Serpent Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage plus 3 (1d6) poison damage.

Maw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage and if the target is a creature, it must succeed on a DC 17 Constitution saving throw or take 17 (5d6) acid damage. On a successful save, the target takes half as much damage.

Tail Pincer. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage and if the target is a Large or smaller creature, it is also grappled (escape DC 17). Until this grapple ends, the target is restrained, and the thessalhydra can't use its Tail Pincer attack on another target.

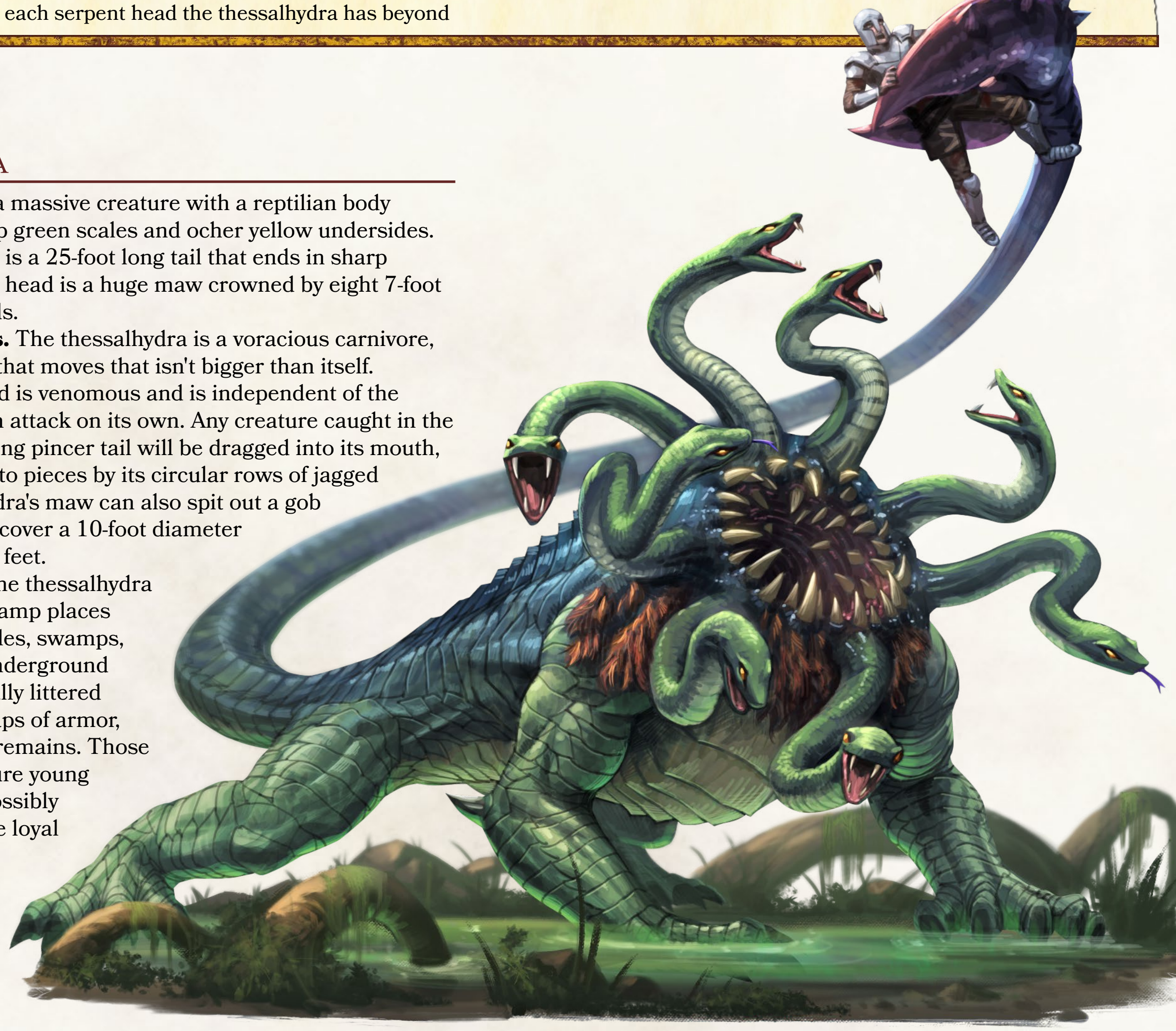
Spit Acid (Recharge 5–6). The thessalhydra spits a gob of acid at a point it can see within 60 feet of it. Each creature within 10 feet of that point must make a DC 17 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

THESSALHYDRA

The thessalhydra is a massive creature with a reptilian body covered in shiny deep green scales and ocher yellow undersides. Trailing from its rear is a 25-foot long tail that ends in sharp pincers. In place of a head is a huge maw crowned by eight 7-foot long serpentine heads.

Monstrous Attacks. The thessalhydra is a voracious carnivore, preying on anything that moves that isn't bigger than itself. Each serpentine head is venomous and is independent of the thessalhydra and can attack on its own. Any creature caught in the thessalhydra's crushing pincer tail will be dragged into its mouth, where it will be torn to pieces by its circular rows of jagged teeth. The thessalhydra's maw can also spit out a gob of its acidic saliva to cover a 10-foot diameter area at a range of 60 feet.

Swamp Dweller. The thessalhydra is fond of dark and damp places such as bayous, jungles, swamps, flooded ruins, and underground rivers. Its lair is usually littered with half-melted scraps of armor, weapons, and other remains. Those that manage to capture young thessalhydras can possibly train them to become loyal guardians.



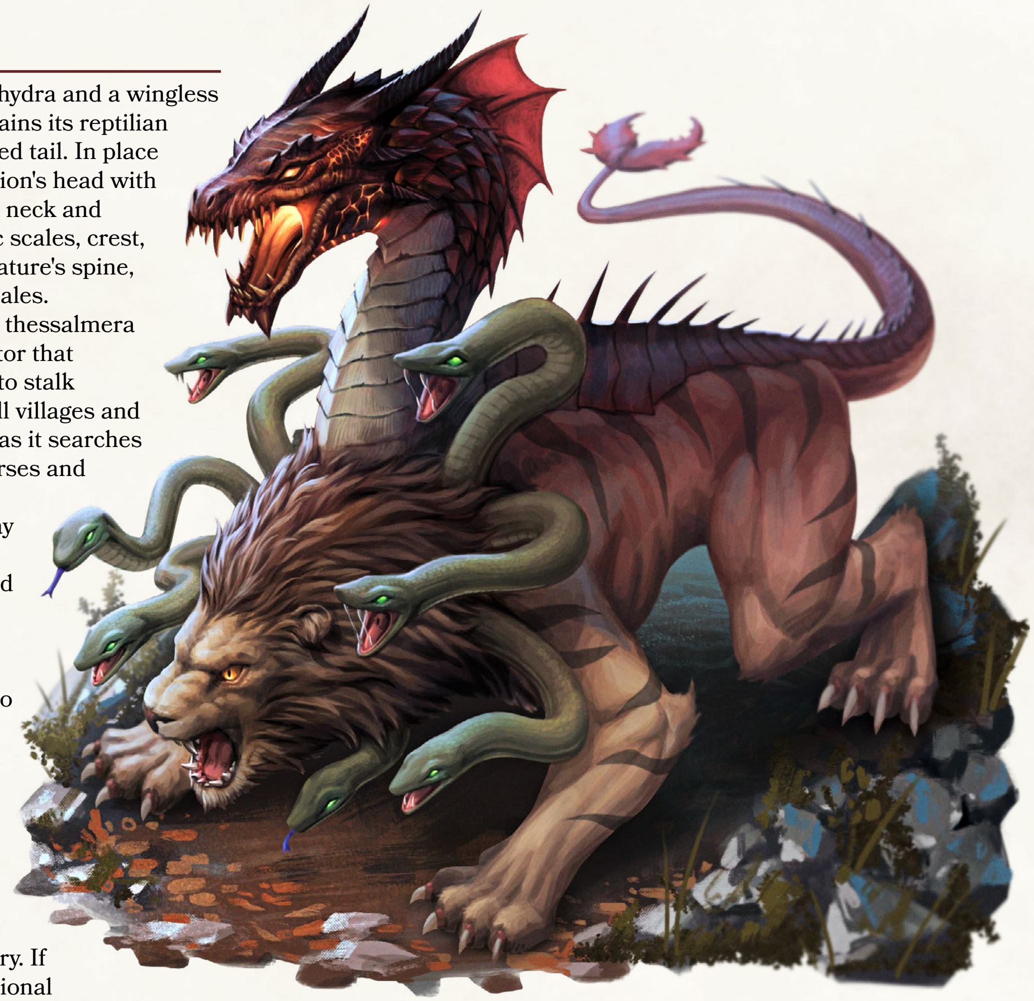
THESSALMERA

The thessalmera is a cross between a thessalhydra and a wingless chimera. As with most thessalmonsters, it retains its reptilian body, eight serpentine heads, and pincer-clawed tail. In place of a giant maw, serpentine heads surround a lion's head with a reddish-gold mane. Sitting on top of it is the neck and head of a red dragon, whose dark red metallic scales, crest, and spines run from its back and over the creature's spine, matching the thessalhydra's reddish-brown scales.

Silent Stalker. Like all thessalmonsters, the thessalmera is a rapacious carnivore. It is a stealthy predator that uses the cover of night to hunt. It picks areas to stalk where there is little or no threat, such as small villages and hamlets, devouring the occasional humanoid as it searches for its preferred prey - livestock, especially horses and cows.

Grounded But Deadly. While opponents may find the thessalmera's inability to fly easier to deal with than a chimera, it still has to contend with its venomous serpentine heads and powerful pincer-clawed tail, which more than make up for its loss of flight.

Wary Predator. The thessalmera is careful to pick where it makes its lair, choosing several spots where it is confident that it can be safe when it rests, has no competition nearby, and it is within half a day's travel to easy sources of food. This would typically be caves or ruined structures deep within a forest, jungle, swamp, or similar area difficult to traverse. It never stays in the same lair for more than two or three nights unless necessary. If offered plenty of food, treasure, and the occasional live prey to toy with, the thessalmera can be coaxed to work as a guardian.



THESSALMERA

Large Monstrosity, typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	3 (-4)	14 (+2)	10 (+0)

Skills Perception +8
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 18
Languages –
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Multiple Serpent Heads. The thessalmera has eight serpent heads. While it has more than one serpent head, the thessalmera has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the thessalmera takes 5 or more damage in a single turn, one of its serpent heads dies.

At the end of its turn, it grows two serpent heads for each of its serpent heads that died since its last turn, unless it has taken fire or acid damage since its last turn. The thessalmera regains 5 hit points for each serpent head regrown in this way.

Wakeful. While the thessalmera sleeps, at least one of its serpent heads is awake.

ACTIONS

Multiattack. The thessalmera makes four attacks: one with is Flurry of Serpent Bites, one with its Bite, one with its Claws, and one with its Tail Pincer.

Flurry of Serpent Bites. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 3 (1d6) poison damage for each serpent head it has.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Tail Pincer. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage and if the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the thessalmera can't use its Tail Pincer attack on another target.

Fire Breath (Recharge 5–6). The dragon head exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

THESSALTRICE

Medium Monstrosity, unaligned

Armor Class 11 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	2 (-4)	13 (+1)	5 (-3)

Damage Immunities poison
Condition Immunities petrified, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Multiple Heads. The thessaltrice has eight cockatrice heads. While it has more than one cockatrice head, the thessaltrice has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the thessaltrice takes 3 or more damage in a single turn, one of its cockatrice heads dies.

At the end of its turn, it grows two cockatrice heads for each of its cockatrice heads that died since its last turn, unless it has taken fire or acid damage since its last turn. The thessaltrice regains 3 hit points for each cockatrice head regrown in this way.

Wakeful. While the thessaltrice sleeps, at least one of its cockatrice heads is awake.

ACTIONS

Multiattack. The thessaltrice makes three attacks: one with its Flurry of Cockatrice Bites, one with its Maw, and one with its Tail Pincer.

Flurry of Cockatrice Bites. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 +1) piercing damage piercing damage for each cockatrice head it has, and the target must succeed on a DC 12 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

Maw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage and if the target is a creature, it must succeed on a DC 12 Constitution saving throw or take 10 (3d6) poison damage. On a successful save, the target takes half as much damage.

Tail Pincer. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage and if the target is a Medium or smaller creature, it is also grappled (escape DC 10). Until this grapple ends, the target is restrained, and the thessaltrice can't use its Tail Pincer tack on another target.

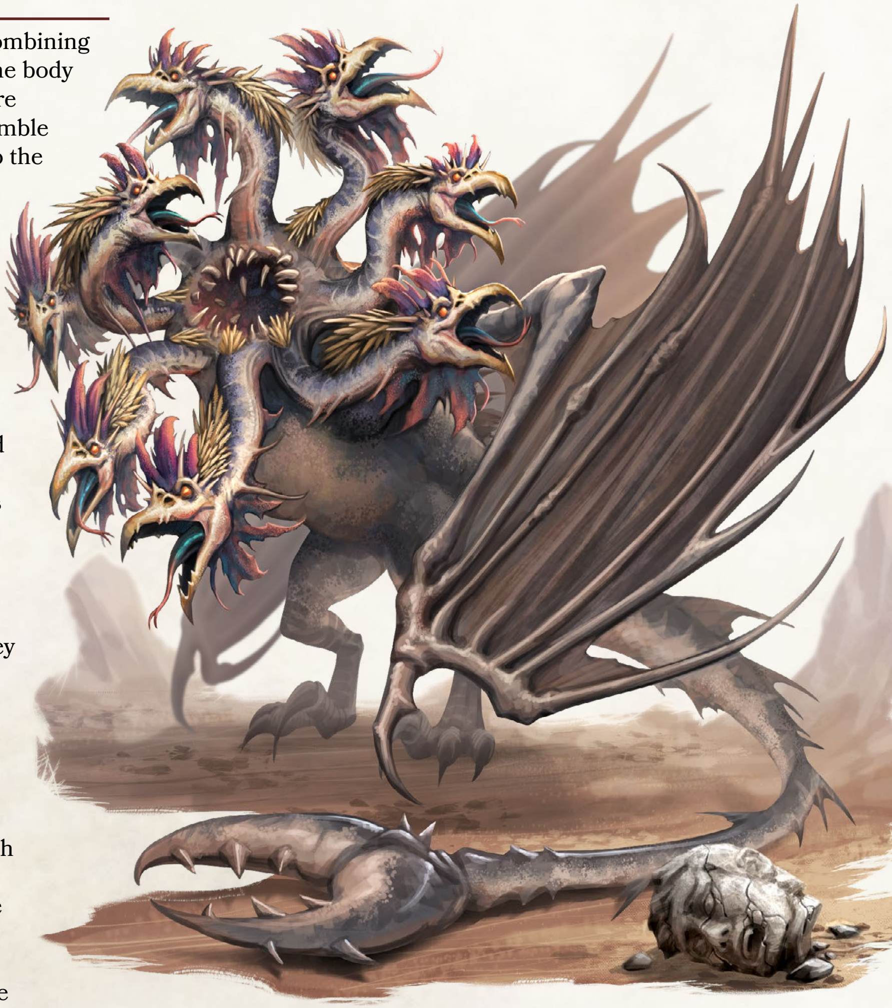
THESSALTRICE

The thessaltrice is the abominable result of magically combining a thessalhydra and a cockatrice. While it retains the same body as a thessalhydra, what grows in place of the serpents are eight deadly cockatrice heads. Each head and neck resemble a true cockatrice's, from the dark red wattle and comb to the reddish-gold feathers covering its neck. In place of forelegs, the thessaltrice has the cockatrice's clawed wings.

Fiercely Territorial. The thessaltrice possesses the same animal intelligence of its cockatrice ancestry while inheriting the ferocity of the thessalhydra. It is a very territorial creature and will attack anything it sees as a threat, even those larger than itself. In combat, the thessaltrice will often strike with its tail pincer first to get hold of the target. Once it has its prey secured with its pincer claw, it then follows up with a flurry of its dreaded cockatrice bites. If the target somehow survives not getting petrified, the thessaltrice will finish it off by biting it with its venomous maw.

Tropical Dwellers. The thessaltrice typically inhabit warm, temperate regions such as tropical swamps, jungles, savannahs, and closed-canopy forests where prey are plentiful. Petrified bodies of its victims adorn the thessaltrice's lair, each in various stages of ruin. The thessaltrice does not care much for the treasure carried by its victims, as it prefers to display their petrified bodies instead to scare away intruders.

Rocky Relationships. A thessaltrice, just like a cockatrice, is usually only found sharing its territory with its kind, and rarely does it cohabitate with creatures not immune to its petrifying bite. However, adventurers have encountered ones living with Ogrémoch-worshipping cultists, stone giants, and mages who have permanently charmed them to serve as sentries. Thessaltrice eggs are highly prized by alchemists, collectors, and merchants and sell well in the black market.



TIGBANUA

TIGBANUA (TIGBAN-NU-WAH)

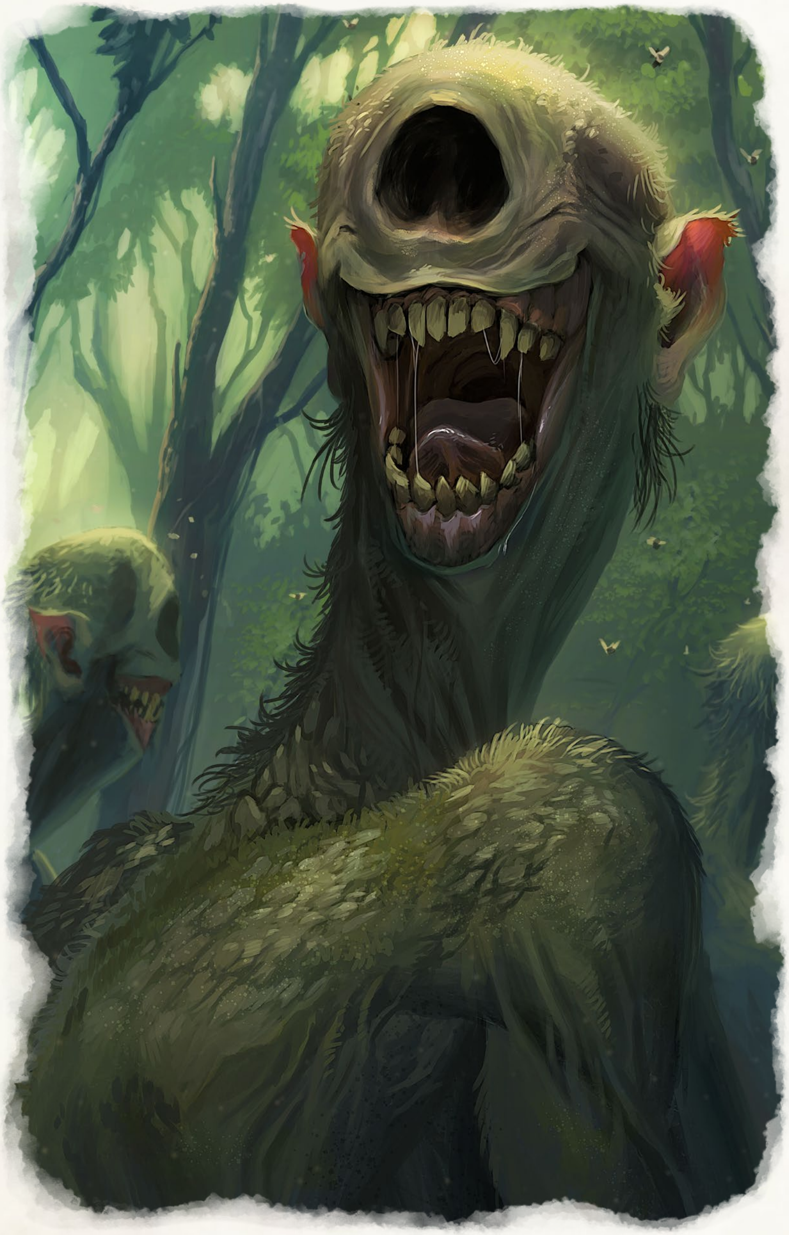
A tigbanua is a voracious predator and scavenger that resembles a gangly 7-foot tall humanoid with a long, flexible neck and a hideous head that, at first glance, looks like an eyeless cyclops. This is not the case, though, as the hollowed socket in the middle of its face is actually its nostrils. Its spindly arms and legs have oversized hands and feet, each ending in razor-sharp claws, and jagged teeth filled its horrid mouth. Despite its ghastly appearance, the tigbanua is not an undead creature.

Cursed Humans. The tigbanuas was once a nomadic clan of cannibalistic humans who lived within the fringes of society. They preyed on lonely travelers and isolated families, moving from location to another once people became suspicious. But their vile activities were discovered, and a rabid mob nearly wiped them out. A few escaped into the wilderness but soon were starving to death. They stumbled upon the rotting corpse of a dead hunter, and because they were ravenous, ate it. Not long after, they became very ill. Experiencing excruciating pain and at the edge of death, they reached out to their false gods, imploring them to end their suffering. Orcus, the Demon Prince of Undeath, answered instead and gave them a choice - die or receive its 'gift.' Each tigbanua unwittingly made the same choice and was transformed into what they appear now - a race of feral, ghoul-like humanoids.

Supernatural Predator. Despite being completely blind, its other senses are heightened, making it a successful predator. It can smell carrion a mile away, and its long flexible necks and sensitive hearing enable it to hear and sense movement from any direction. Its powerful feral form allows it to pursue, catch, and bring down prey easier. The tigbanua also constantly exudes a supernatural aura that causes anyone around it to be filled with dread.

Aswang Curse. Those that manage to survive a tigbanua's onslaught are still not free of danger, though, as those bitten by a tigbanua can become afflicted by a curse. Unless the curse is removed, the victim will transform into a buso, a type of aswang.

Opportunistic Scavengers. Tigbanuas hunt in packs and prowl places where there is plenty of carrion, such as battlefields, cemeteries, and graveyards, as well as isolated areas and roads frequented by small groups of travelers.



TIGBANUA

Medium Humanoid, typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 44 (8d8 + 8)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	12 (+1)	3 (-4)	13 (+1)	14 (+2)

Skills Perception +3, Stealth +4, Survival +5
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 13
Languages Common
Challenge 2 (450 XP) **Proficiency Bonus** +2

Blind Senses. The tigbanua can't use its blindsight while deafened and unable to smell.

Fear Aura. Any creature hostile to the tigbanua that starts its turn within 10 feet of the tigbanua must make a DC 12 Wisdom saving throw, unless the tigbanua is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the tigbanua's Fear Aura for the next 24 hours.

Keen Hearing and Smell. The tigbanua has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The tigbanua has advantage on an attack roll against a creature if at least one of the tigbanua's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The tigbanua makes two attacks: one with its Bite and one with its Claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage and if the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or become afflicted by the buso aswang curse (page 17). Casting *remove curse*, *greater restoration*, or a similar spell on the target before the transformation is complete can end the curse. Doing so undoes the changes made to the target by the curse.

Claws. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage

Tikbalang

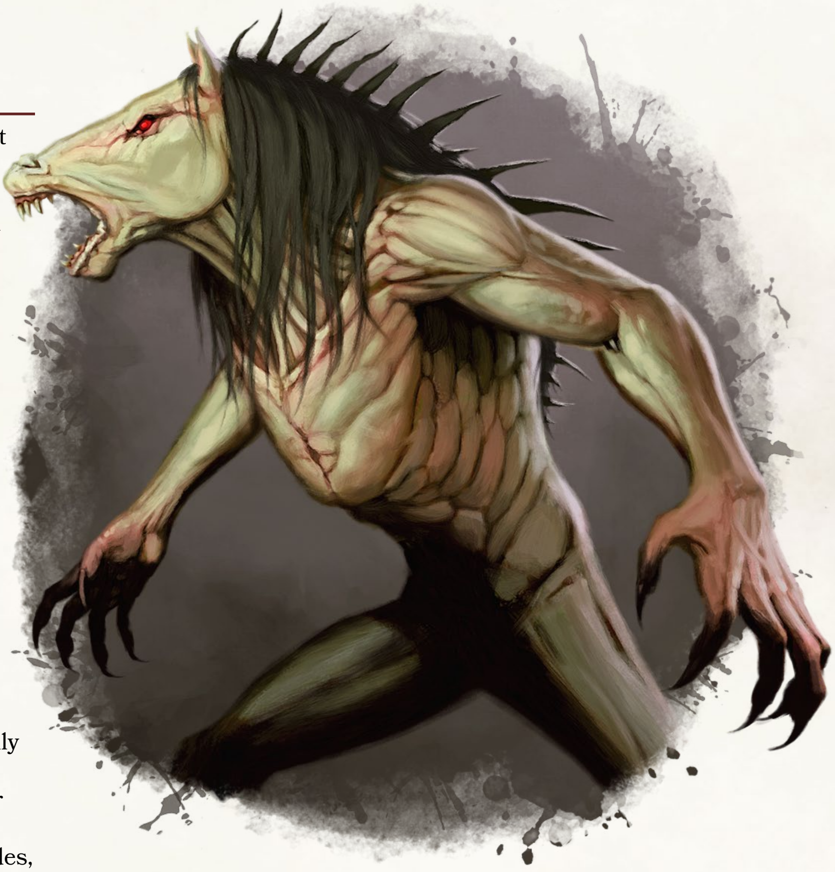
Tikbalang (Tik-bahlung)

The tikbalang is a malicious fey creature that resembles a 9-foot tall, muscular humanoid with dark, leathery skin and a horrid-looking equine head. Its mouth is filled with serrated teeth, and a crest of sharp, dark, and venomous spines runs from the back of its neck down to its lower back. The tikbalang has muscular arms that end in oversized claw-like hands and long horse-like legs.

Depraved Trickster. The tikbalang is a mischievous and self-indulgent creature that sees itself as a guardian of nature and the Feywild against intrusion. However, it doesn't openly attack intruders. Instead, it plays tricks and toys with its victims using its spells and ability to mimic voices, luring and leading travelers astray while remaining hidden. While the tikbalang enjoys in the suffering it causes with its cruel games, it doesn't intentionally try to kill its victims unless it sees something it wants from them, such as treasure or an attractive humanoid of the opposite sex. It is said that one can placate the tikbalang with offerings of food, treasure, or even a game of witty banter.

Dangerous Weapons. If confronted or provoked, a tikbalang can be a dangerous foe to face in combat. Aside from its spells, the tikbalang can deliver vicious kicks and Tail attacks and hurl venomous spines. Its mouth drips with saliva that contains highly septic bacteria that can inflict a deadly disease unless treated.

Dark Allies. Tikbalangs prowl the edge of ancient forests near civilized lands, lurking near roads and trails that mortals take. They have been known to associate with aswangs, dark duwendes, kapres, quicklings, and redcaps. Tikbalangs often serve powerful evil fey, such as hags and malignos.



Tikbalang

Large Fey, typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	13 (+1)	14 (+2)	17 (+3)

Saving Throws Dex +5, Con +4, Wis +4
Skills Deception +5, Persuasion +5, Stealth +5, Survival +4
Senses darkvision 60 ft., passive Perception 12
Languages Common, Sylvan
Challenge 3 (700 XP) **Proficiency Bonus** +2

Keen Smell. The tikbalang has advantage on Wisdom (Perception) checks that rely on smell.

Magic Resistance. The sarimanok has advantage on saving throws against spells and other magical effects.

Mimicry. The tikbalang can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

Multiattack. The tikbalang makes three attacks: one Bite attack or Kick attack and two Claw attacks, or three Mane Spine attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

Claw. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Kick. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage and if the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Mane Spine. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and the target is poisoned for 1 minute or until one spends an action to remove the spine.

Illusory Appearance. The tikbalang covers itself and anything it is wearing or carrying with a magical illusion that makes it look like another creature of Large size or smaller. The illusion ends if the tikbalang takes a bonus action to end it or if it dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the tikbalang could appear to have a regular humanoid face, but someone touching its face would feel its equine-shaped snout. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the tikbalang is disguised.

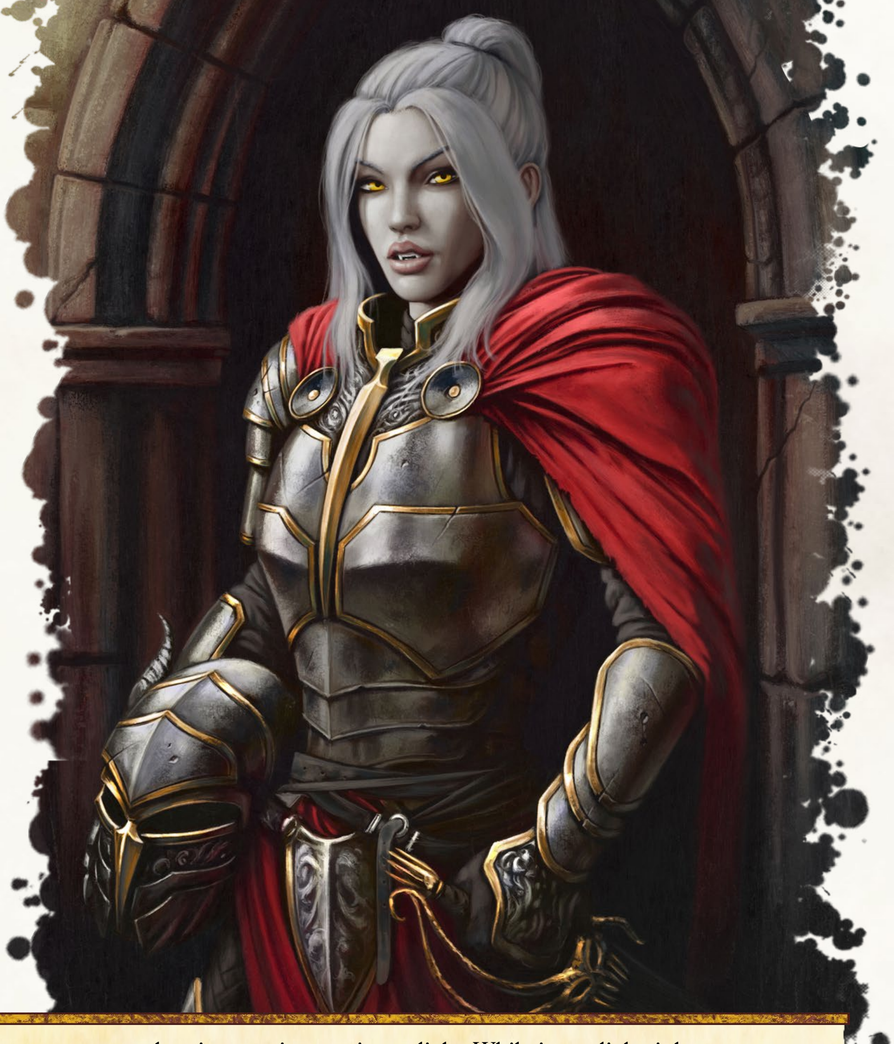
Spellcasting. The tikbalang casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *charm person, invisibility, silent image, vicious mockery*
1/day each: *blindness/deafness, confusion, crown of madness, hallucinatory terrain, suggestion*

Reactions

Rear Kick. When a creature the tikbalang can see moves within 5 feet of it, the tikbalang can make one Kick attack against the creature.

VAMPIRE SPAWNS



VAMPIRE SPAWN NPCS

Most vampire spawns are feral, savage and uninhibited. However, there are a few vampire spawns who can control their bestial urges. While not true vampires yet, they appear to have free will and can act normally as they did when they were alive. However, they still remain subservient to their masters who created them.

These special vampire spawns are entrusted by their masters to perform duties that normal vampire spawns can't do. These are tasks that require a certain level of critical thinking, deception, subtlety, and planning.

VAMPIRE SPAWN COMMANDER

Medium Undead, typically Neutral Evil

Armor Class 18 (plate)
Hit Points 110 (13d8 + 52)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	11 (+0)	10 (+0)	16 (+3)

Saving Throws Dex +5, Con +8, Wis +4
Skills Intimidation +7, Perception +4, Stealth +5
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 14
Languages the languages it knew in life
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The vampire uses Maneuver Allies, if available. It then makes three attacks, only one of which can be a Bite attack.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 14).

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Maneuver Allies (Recharge 5–6). Up to four allies within 60 feet of the vampire that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

BONUS ACTIONS

Battle Command. The vampire targets one ally it can see within 30 feet of it. If the target can see or hear the vampire, the target can use its reaction to make one melee attack or to take the Dodge or Hide action.

REACTIONS

Directed Strike (3/Day). When a creature the vampire can see within 30 feet of it makes an attack roll, and the creature can hear the vampire, the vampire grants advantage to that roll.

VAMPIRE SPAWN GLAMOUR BARD

Medium Undead, typically Neutral Evil

Armor Class 15 (natural armor)
Hit Points 110 (17d8 + 34)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	13 (+1)	10 (+0)	18 (+4)

Saving Throws Dex +6, Wis +3, Cha +7
Skills Perception +3, Persuasion +10, Stealth +6
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 13
Languages the languages it knew in life
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

ACTIONS

Multiattack. The vampire makes two attacks, only one of which can be a Bite attack.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Spellcasting. The vampire casts one of the following spells using Charisma as the spellcasting ability (spell save DC 15):

At will: *friends, minor illusion, thunderclap* (2d6)
1/day each: *charm person, crown of madness, disguise self, dissonant whispers, fear, misty step, suggestion*

REACTIONS

Mantle of Majesty (Recharges after a Long Rest). The vampire casts *command*, without expending a spell slot. For 1 minute or until its concentration ends (as if it were concentrating on a spell), it can cast *command* as a bonus action on each of its turns, without expending a spell slot. Any creature charmed by it automatically fails its saving throw against the *command* it casts with this feature.

A VAMPIRE SPAWN MONK

Vampire Spawn Monk

Medium Undead, typically Neutral Evil

Armor Class 17 (natural armor)
Hit Points 97 (13d8 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	11 (+0)	14 (+2)	12 (+1)

Saving Throws Dex +6, Con +6, Wis +5
Skills Acrobatics +6, Perception +5, Stealth +6
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 15
Languages the languages it knew in life
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.
Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.
Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Unarmored Defense. While the vampire is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The vampire makes three attacks, only one of which can be a Bite attack.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or be stunned until the end of the vampire's next turn.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Vampire Spawn Priest of Death

Medium Undead, typically Neutral Evil

Armor Class 16 (breastplate)
Hit Points 130 (20d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	13 (+1)	18 (+4)	13 (+1)

Saving Throws Dex +6, Con +6, Wis +8
Skills Perception +8, Stealth +6, Religion +9
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 18
Languages the languages it knew in life
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.
Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.
Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Actions

Multiattack. The vampire makes two attacks, only one of which can be a Bite attack.

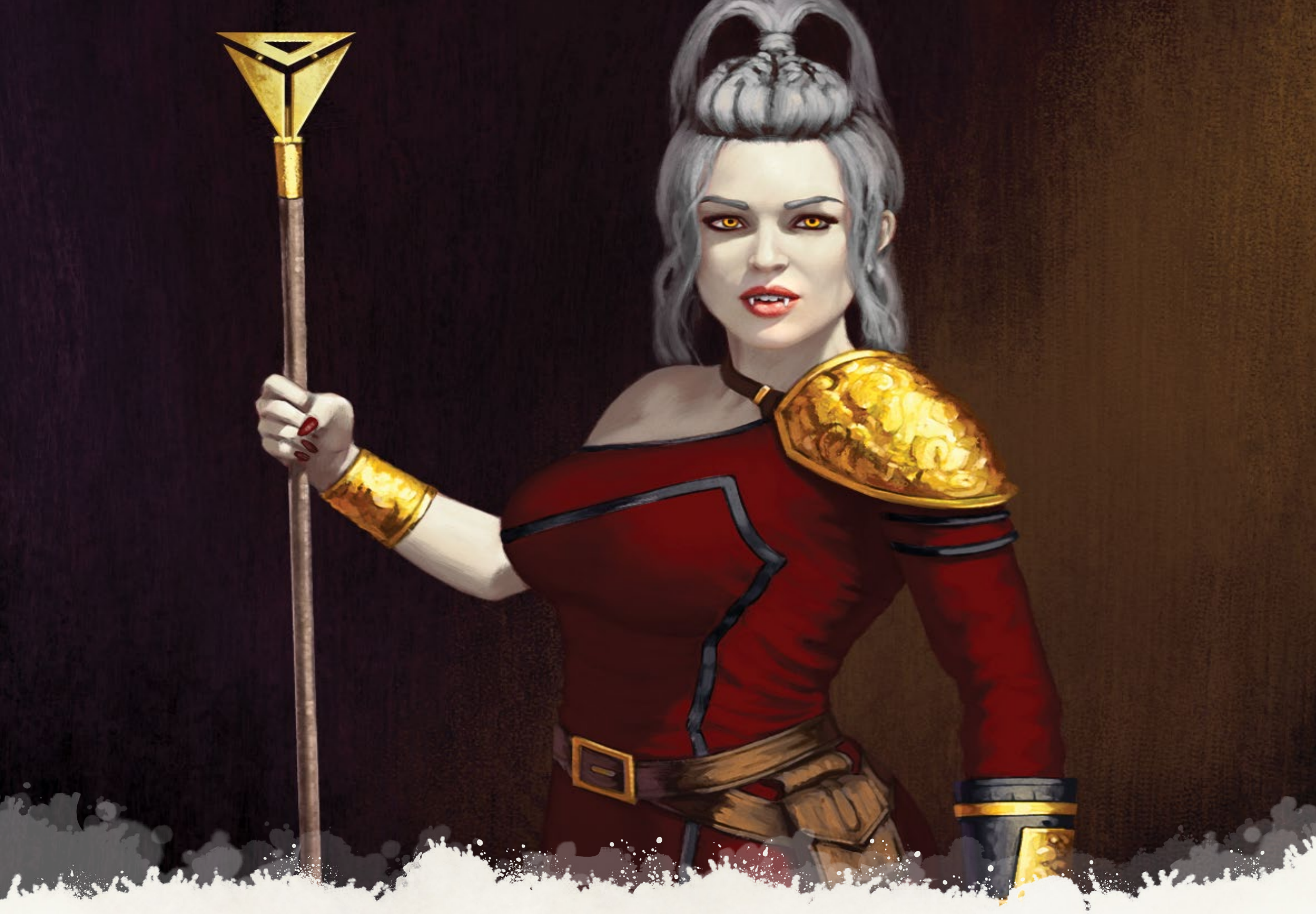
Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Spellcasting. The vampire casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

At will: *guidance, mending, thaumaturgy, toll the dead* (2d8 or 2d12)
1/day each: *animate dead, antilife shell, bestow curse, blight, contagion, cloudkill, ray of enfeeblement, vampiric touch*

Summon Undead (1/Day). The vampire conjures undead creatures no higher than CR 5 and whose combined average hit points don't exceed 150. These undead magically rise up from the ground or otherwise form in unoccupied spaces within 60 feet of the vampire and obey its commands until they are destroyed, until it dismisses them as an action, or 8 hours have passed.



VAMPIRE SPAWN WARLOCK OF THE FIEND

Medium Undead, typically Neutral Evil

Armor Class 15 (natural armor, 16 with *mage armor*)
Hit Points 142 (19d8 + 57)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	13 (+1)	10 (+0)	16 (+3)

Saving Throws Dex +7, Wis +4, Cha +7
Skills Arcana +5, Perception +4, Stealth +7
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 14
Languages the languages it knew in life
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.
Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.
Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

ACTIONS

Multiattack. The vampire makes two attacks, only one of which can be a Bite attack.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

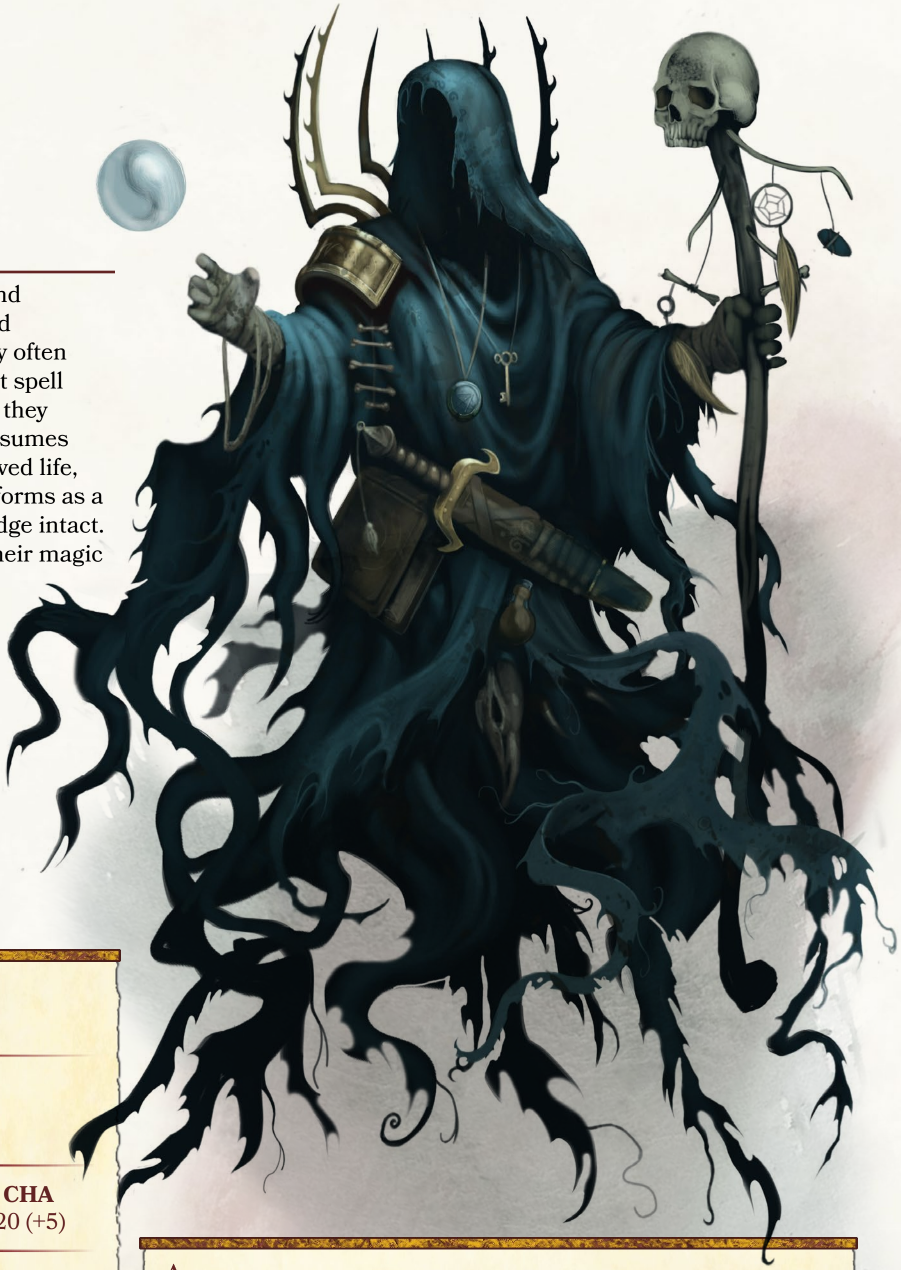
Spellcasting. The vampire casts one of the following spells using Charisma as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *chill touch* (2d8)*, freedom of movement, mage armor, mage hand, lightning lure* (2d8) *silent image*
2/day (as 4th-level spells): *dimension door, fireball, fire shield, hellish rebuke, scorching ray, stinking cloud, wall of fire*

WRAITHS

WRAITH MAGES

When ambitious mages become obsessed with power and knowledge, they push themselves beyond their limits and dabble with dark magic they don't fully understand. They often take shortcuts and ignore the risks. It only takes a potent spell to malfunction or an experiment to go terribly awry, and they inadvertently unleash powerful negative energy that consumes their bodies and souls. If these mages also lived a depraved life, they may not pass to the afterlife. Instead, their spirit reforms as a malevolent wraith, but with their memories and knowledge intact. Insane and filled with hate for the living, they now use their magic to destroy all life.



WRAITH ARCHMAGE

Medium Undead, typically Neutral Evil

Armor Class 13 (16 with *mage armor*)
Hit Points 202 (27d8 + 81)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	21 (+5)	19 (+4)	20 (+5)

Saving Throws Int +10, Wis +9
Skills Arcana +10, History +10, Perception +9, Religion +10
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 19
Languages the languages it knew in life
Challenge 14 (11,500XP) **Proficiency Bonus** +5

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Magic Resistance. The wraith has advantage on saving throws against spells and other magical effects.

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Spell Penetration. When the wraith casts a spell and is interrupted by an enemy's counterspell, treat the spell's level as 3 levels higher.

Superior Focus. The wraith has advantage on saving throws it makes to maintain its concentration

ACTIONS

Life Drain. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

Spellcasting. The wraith casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 18, +10 to hit with spell attacks):

At will: *lightning lure* (4d8), *mage hand, prestidigitation, ray of frost* (4d8), *sword burst* (4d6)
2/day each: *banishment, counterspell, dispel magic, Evard's black tentacles, lightning bolt, mage armor,* mirror image, misty step, shield*
1/day each: *Abi-Dalzim's horrid wilting, cloudkill, cone of cold, disintegrate, teleport, time stop*

*The wraith casts this spell on itself before combat.

Wraith Necromancer

Medium Undead, typically Neutral Evil

Armor Class 13 (16 with *mage armor*)
Hit Points 157 (21d8 + 63)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	18 (+4)	14 (+2)	15 (+2)

Saving Throws Int +8, Wis +6
Skills Arcana +8, History +8, Perception +6, Religion +8
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 16
Languages the languages it knew in life
Challenge 11 (7,200XP) **Proficiency Bonus** +4

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

Spellcasting. The wraith casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

At will: *dancing lights, mage hand, mending, ray of frost* (3d8), *toll the dead* (3d8 or 3d12)
2/day each: *mage armor, ray of sickness, summon undead, vampiric touch*
1/day each: *animate dead, blight, cone of cold, create undead, disintegrate*

Bonus Actions

Command Undead. The wraith targets one undead ally it can see within 30 feet of it. If the target can see or hear the wraith, the target can use its reaction to make one melee attack or move up to half its speed.

Wraith Shadow Priest

Medium Undead, typically Neutral Evil

Armor Class 13
Hit Points 135 (18d8 + 54)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	18 (+4)	15 (+2)

Saving Throws Wis +8, Cha +6
Skills Arcana +5, Perception +8, Religion +9
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 18
Languages the languages it knew in life
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 25 (5d8 + 3) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

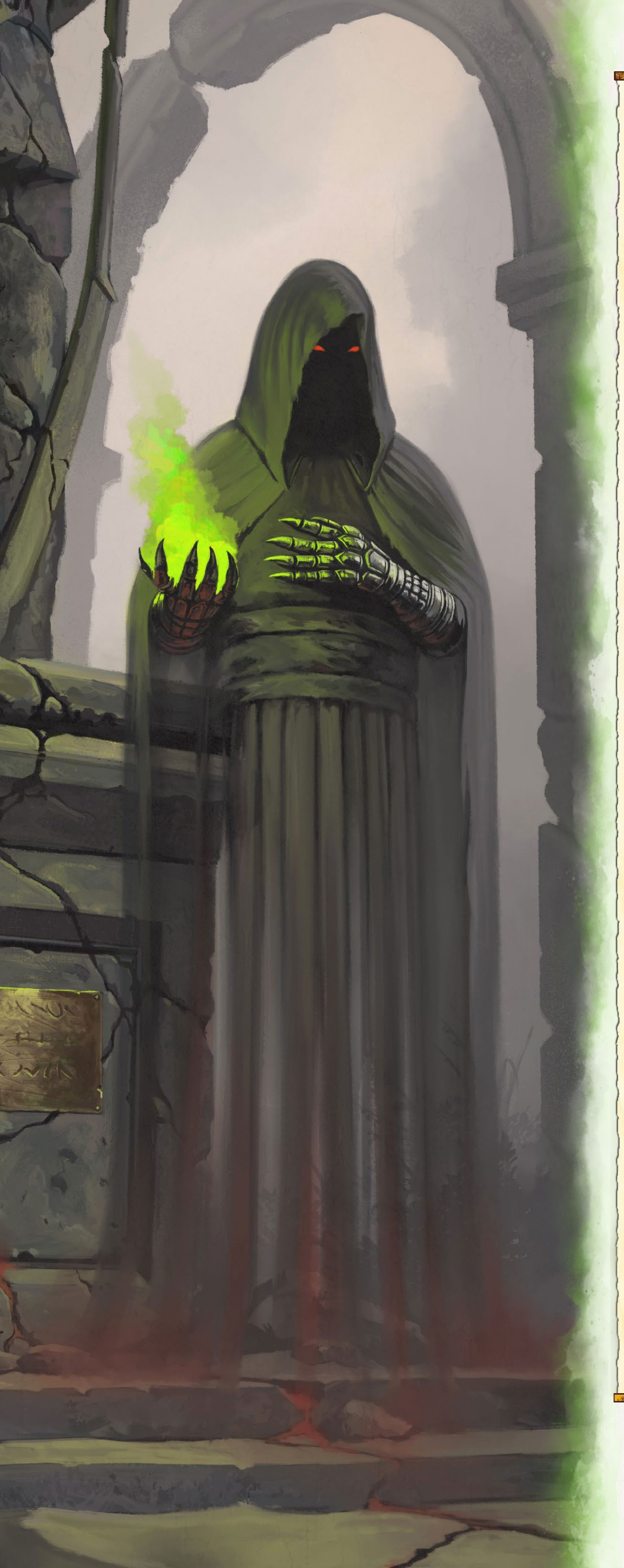
Shadowy Embrace (Recharge 5–6). Shadowy tendrils stream forth from the wraith. Each creature within 20 feet of it must succeed on a DC 15 Constitution saving throw. On a failed save, a creature takes 10 (3d6) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. On a successful save, a creature takes half as much damage. Constructs and undead are immune to this effect.

Spellcasting. The wraith casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

At will: *guidance, mending, thaumaturgy, toll the dead* (2d8 or 2d12)
2/day each: *blindness/deafness, hold person, ray of enfeeblement*
1/day each: *antilife shell, bestow curse, blight, contagion, cloudkill, dispel magic, vampiric touch*

Bonus Actions

Shadow Step. While in dim light or darkness, the wraith teleports up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.



WRAITH WARLOCK

Medium Undead, typically Neutral Evil

Armor Class 13 (16 with *mage armor*)
Hit Points 150 (20d8 + 60)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	14 (+2)	14 (+2)	19 (+4)

Saving Throws Wis +6, Cha +8
Skills Arcana +6, Perception +6, Religion +6
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 16
Languages the languages it knew in life
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Whispering Aura. At the start of each of the wraith's turns, each creature of its choice within 10 feet of it must succeed on a DC 15 Wisdom saving throw or take 10 (3d6) psychic damage, provided that the wraith isn't incapacitated.

ACTIONS

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

Howling Void. The wraith opens a momentary extraplanar rift within 60 feet of it. The rift is a scream-filled, 20-foot cube. Each creature in that area must make a DC 16 Wisdom saving throw. On a failed save, a creature takes 9 (2d8) psychic damage and is frightened of the wraith until the end of the wraith's next turn. On a successful save, a creature takes half as much damage and isn't frightened.

Spellcasting. The wraith casts one of the following spells using Charisma as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

At will: *detect magic, guidance, levitate, mage armor* (self only), *mage hand, minor illusion, prestidigitation, speak with dead*
3/day (as 5th-level spells): *dissonant whispers, Evard's black tentacles, major image, shadow of moil, synaptic static*
1/day each: *circle of death, detect thoughts, true seeing*

Appendix A: NonPlayer Characters

Archdruid, Legendary

Medium Humanoid (any race), any alignment

Armor Class 16 (*hide armor +2*)
Hit Points 162 (25d8 + 50)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	16 (+3)	20 (+5)	13 (+1)

Saving Throws Con +7, Int +8, Wis +10
Skills Medicine +10, Nature +8, Perception +10
Damage Resistance nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)
Senses passive Perception 20
Languages Druidic plus any three languages
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Legendary Resistance (3/Day). If the archdruid fails a saving throw, it can choose to succeed instead.

Greater Spell Penetration. When the archdruid casts a spell and is interrupted by an enemy's counterspell, treat the spell's level as 5 levels higher.

Superior Focus. The archdruid has advantage on saving throws it makes to maintain its concentration.

Actions

Scythe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, plus 7 (2d6) radiant (good) or 7 (2d6) poison (neutral) or 7 (2d6) necrotic (evil) damage.

Spellcasting. The archdruid casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 18, +10 to hit with spell attacks):

At will: *druidcraft, mending, poison spray* (4d12), *produce flame* (4d8)
2/day each: *cure wounds* (as a 2nd-level spell), *entangle, erupting earth, ice storm*
1/day each: *awaken, dispel magic, foresight,* heal, sunbeam, fire storm, stoneskin,* sunburst, wrath of nature*

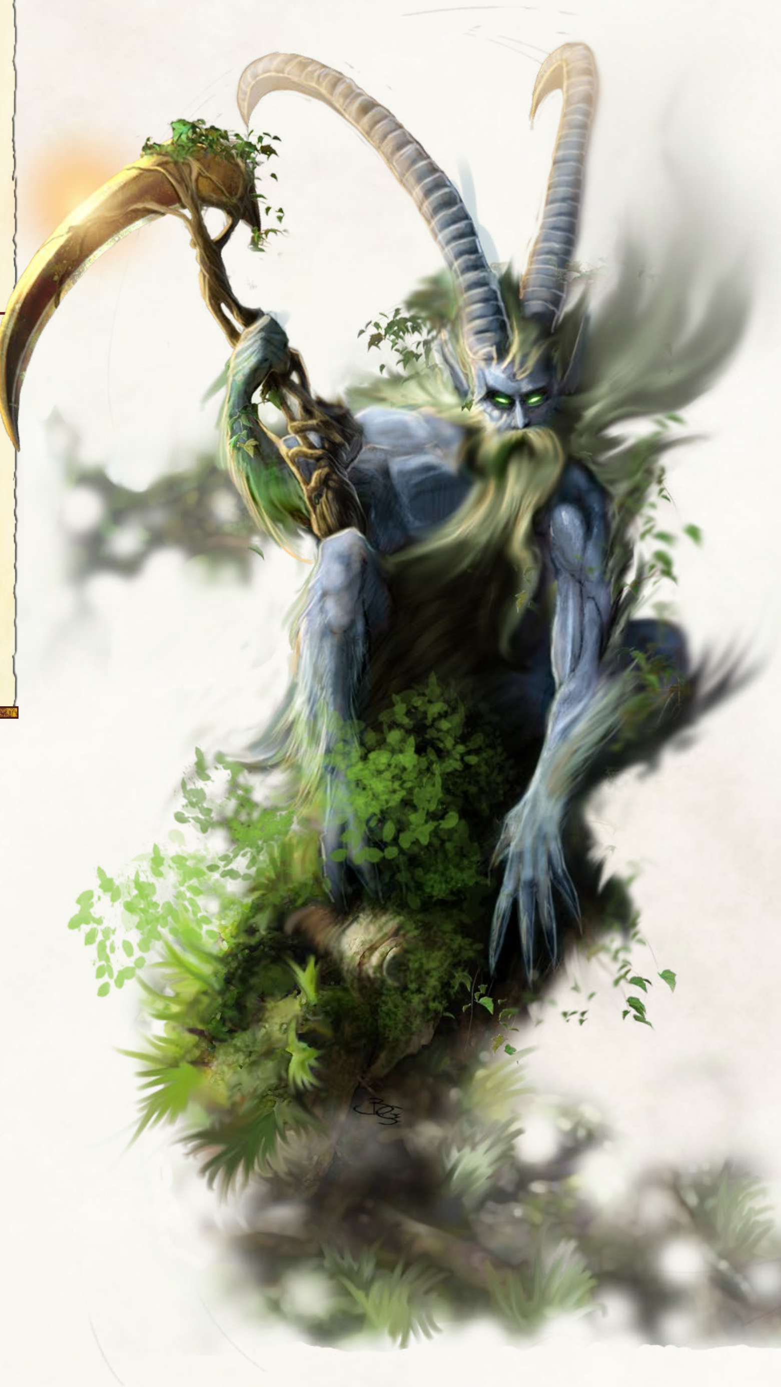
*The archdruid casts these spells on itself before combat.

Teleport. The archdruid magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.

Legendary Actions

The archdruid can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The archdruid regains spent legendary actions at the start of its turn.

Cantrip. The archdruid casts *poison spray* or *produce flame*.
Scythe. The archdruid attacks with its Scythe.
Teleport. The archdruid uses its Teleport action.
Cast a Spell (Costs 2 Actions). The archdruid casts *cure wounds, dispel magic, entangle, erupting earth, ice storm,* or *stoneskin*, if available.



Archmage, Legendary

Medium Humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 130 (20d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Con +7, Int +10, Wis +7
Skills Arcana +15, History +15
Damage Resistance damage from spells; nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)
Senses passive Perception 12
Languages any six languages
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Legendary Resistance (3/Day). If the archmage fails a saving throw, it can choose to succeed instead.

Magic Resistance. The archmage has advantage on saving throws against spells and other magical effects.

Greater Spell Penetration. When the archmage casts a spell and is interrupted by an enemy's counterspell, treat the spell's level as 5 levels higher.

Superior Focus. The archmage has advantage on saving throws it makes to maintain its concentration.

Actions

Quarterstaff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage if used with two hands, plus 7 (2d6) force damage. If the target is a Large of smaller creature, it must succeed on a DC 18 Strength saving throw or be pushed horizontally up to 10 feet and knocked prone.

Spellcasting. The archmage casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 18, +10 to hit with spell attacks):

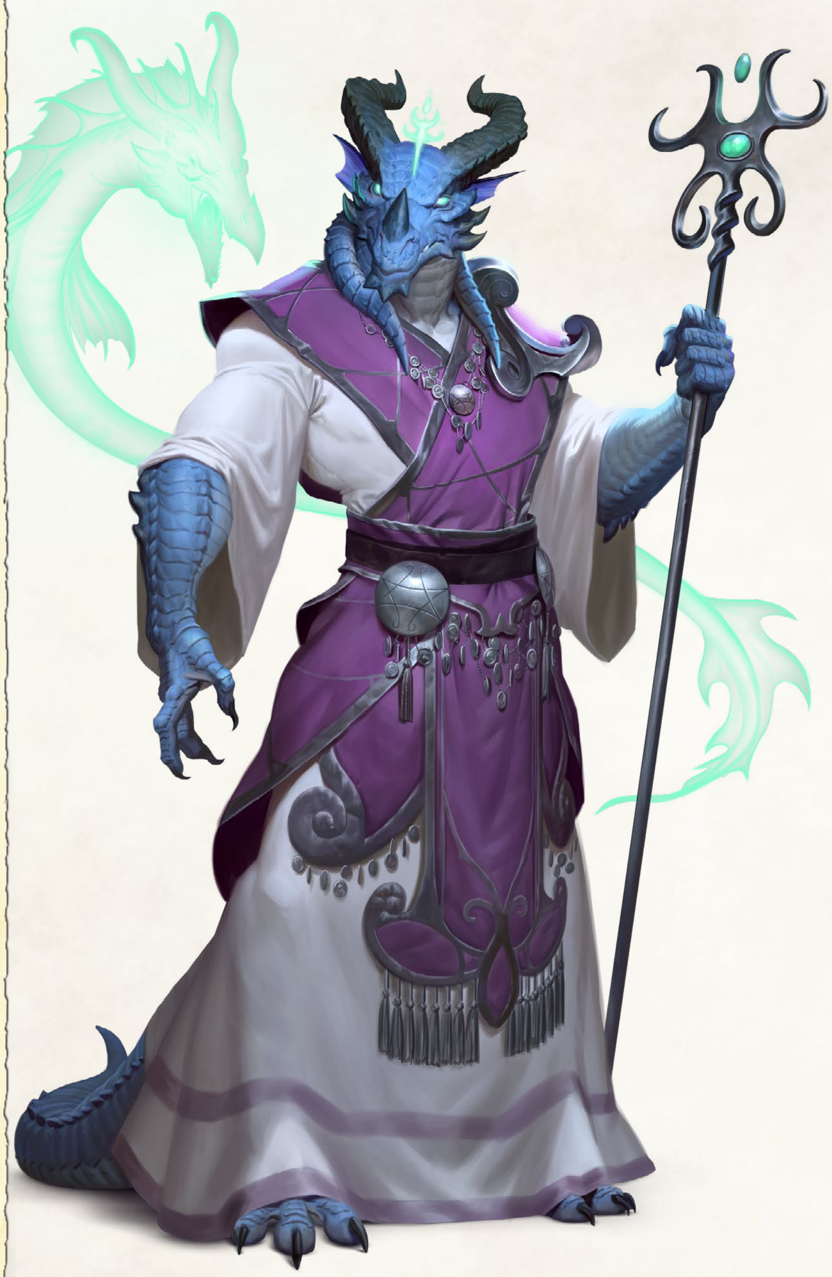
At will: *fire bolt* (4d10), *light, mage hand, prestidigitation, sword burst* (4d6)
2/day each: *banishment, cone of cold, lightning bolt, mirror image, shield*
1/day each: *dispel magic, disintegrate, delayed blast fireball, forcecage, globe of invulnerability, mage armor,* mind blank,* stoneskin,* time stop, wall of force*
*The archmage casts these spells on itself before combat.

Teleport. The archmage magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.

Legendary Actions

The archmage can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The archmage regains spent legendary actions at the start of its turn.

Cantrip. The archmage casts *fire bolt* or *sword burst*.
Quarterstaff. The archmage attacks with its Quarterstaff.
Teleport. The archmage uses its Teleport action.
Cast a Spell (Costs 2 Actions). The archmage casts *banishment*, *dispel magic*, *lightning bolt*, or *mirror image*, if available.



ASSASSIN, LEGENDARY

Medium Humanoid (any race), any non-good alignment

Armor Class 17 (studded leather)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	20 (+5)	14 (+2)	13 (+1)	11 (+0)	12 (+1)

Saving Throws Dex +9, Int +5
Skills Acrobatics +9, Deception +5, Perception +4, Stealth +13
Damage Resistance poison
Senses passive Perception 14
Languages thieves' cant plus any two languages
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Legendary Resistance (2/Day). If the assassin fails a saving throw, it can choose to succeed instead.

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The assassin makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Dagger. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The assassin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The assassin regains spent legendary actions at the start of its turn.

Hide. The assassin performs a Hide action.

Shift. The assassin moves up to half its speed without provoking opportunity attacks.

Attack (Costs 2 Actions). The assassin makes a melee or ranged weapon attack.

BANDIT LORD

Medium Humanoid (any race), any non-lawful alignment

Armor Class 15 (studded leather)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	16 (+3)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Str +5, Dex +6, Wis +3
Skills Athletics +5, Deception +5, Stealth +6
Senses passive Perception 10
Languages any two languages
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Legendary Resistance (1/Day). If the bandit lord fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The bandit lord uses Command Flanking Maneuver, if available. It then makes three melee attacks: two with its Scimitar and one with its Dagger. Or the bandit lord makes two ranged attacks with its Dagger.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Command Flanking Maneuver (Recharge 5–6). The bandit lord targets up to three allies it can see within 60 feet of it. If the target can see or hear the bandit lord, the target can use its reaction to move up to half its speed. The target's next attack has advantage until the start of the bandit lord's next turn.

BONUS ACTIONS

Battle Command. The bandit lord targets one ally it can see within 30 feet of it. If the target can see or hear the bandit lord, the target can use its reaction to make one melee attack or to take the Dodge or Hide action.

REACTIONS

Parry and Counter. The bandit lord adds 3 to its AC against one melee or ranged weapon attack that would hit it. To do so, it must be able to see the attacker and be wielding a melee weapon. If the attack misses, the bandit lord can make one melee attack against the attacker if it is within its reach.

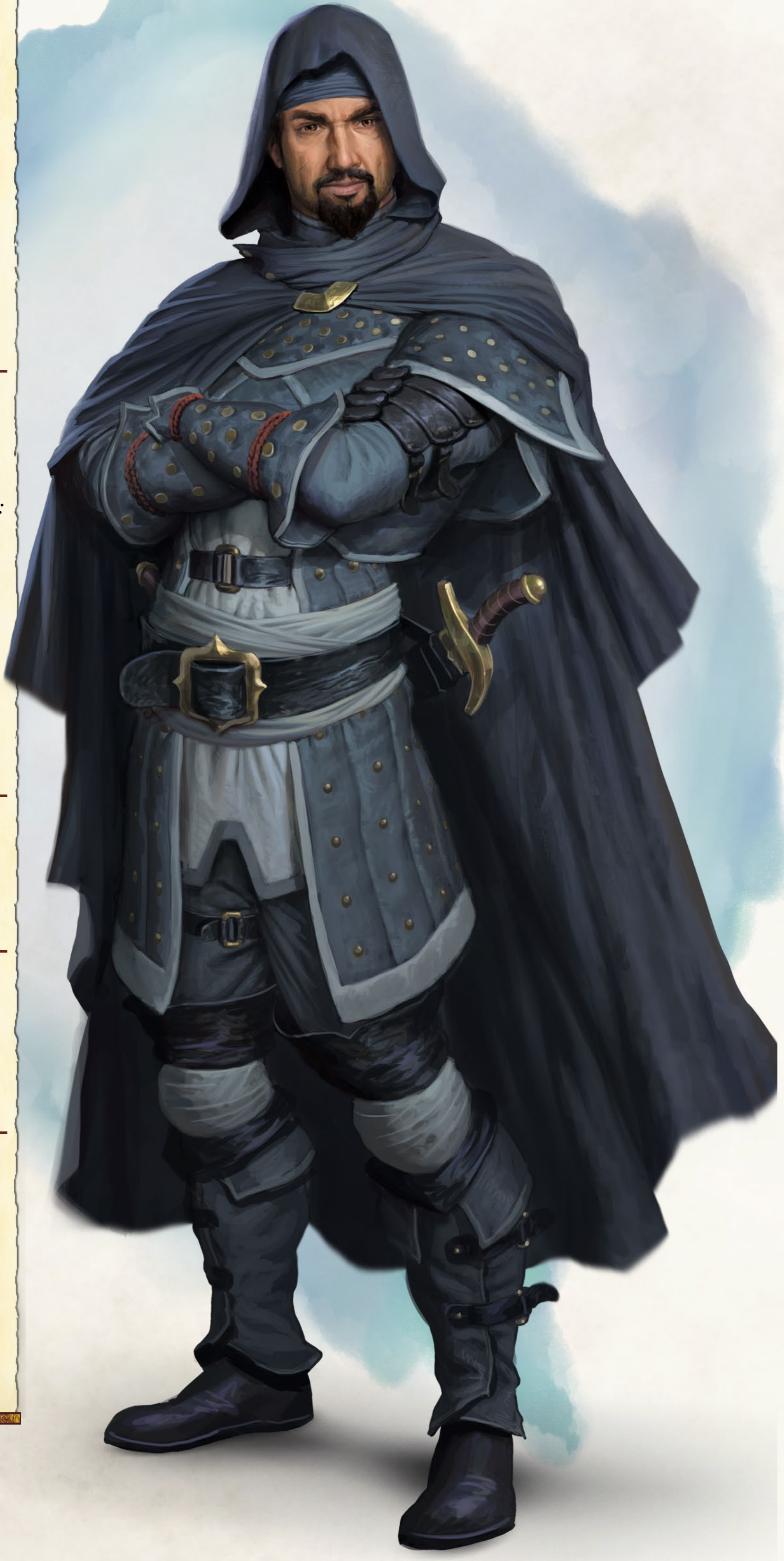
LEGENDARY ACTIONS

The bandit lord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The bandit lord regains spent legendary actions at the start of its turn.

Move. The bandit lord moves up to half its speed without provoking opportunity attacks.

Attack. The bandit lord makes a melee or ranged weapon attack.

Cheap Shot. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* The target must succeed on a DC 14 Constitution saving throw or be stunned until the end of its next turn.



Barbarian, Legendary

Medium Humanoid (any race), any non-lawful alignment

Armor Class 14
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	9 (-1)	12 (+1)	12 (+1)

Saving Throws Str +8, Con +7
Skills Athletics +8, Survival +5
Damage Resistance damage from nonmagical bludgeoning, piercing, and slashing (from Rage)
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Legendary Resistance (2/Day). If the barbarian fails a saving throw, it can choose to succeed instead.

Unarmored Defense. While the barbarian is wearing no armor, its AC includes its Constitution modifier.

Actions

Multiattack. The barbarian makes two melee attacks.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage, or 15 (1d12 + 9) slashing damage while raging.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 12 (1d6 + 9) piercing damage while raging.

Bonus Actions

Rage (Recharges after a Short or Long Rest). The barbarian enters a rage at the start of its turn. The rage lasts for 1 minute or until the barbarian is incapacitated. While raging, the barbarian gains the following benefits:

- The barbarian has advantage on Strength checks and Strength saving throws.
- When it makes a melee weapon attack, the barbarian gains a +5 bonus to the damage roll (included in the attack).
- The barbarian can make a single melee weapon attack as a bonus action on each of its turns after this one.
- The barbarian has resistance to bludgeoning, piercing, and slashing damage.

Reactions

Retaliation. When the barbarian takes damage from a creature that is within 5 feet of it, the barbarian makes a melee weapon attack against that creature.

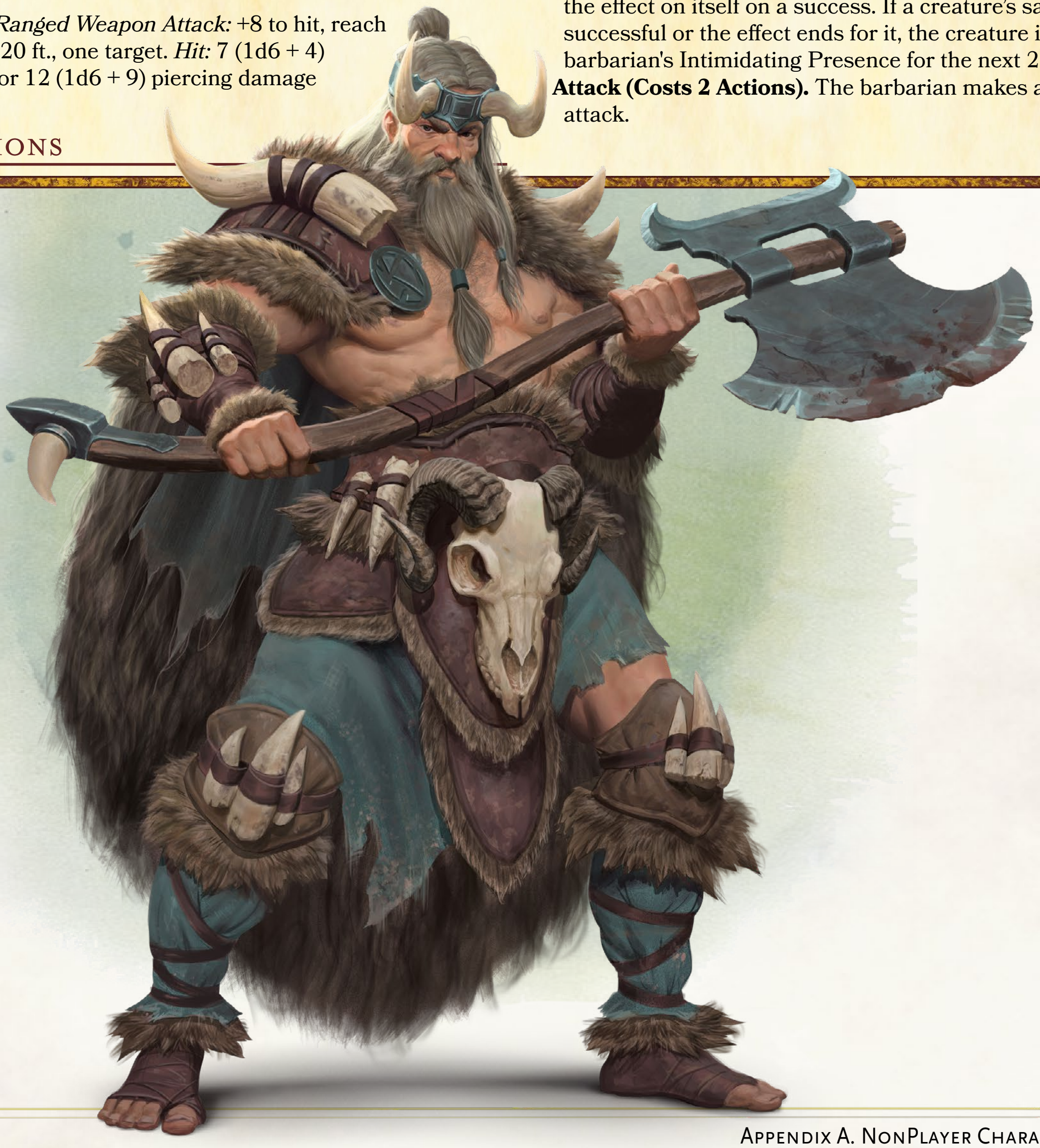
Legendary Actions

The barbarian can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The barbarian regains spent legendary actions at the start of its turn.

Charge. The barbarian moves up to its speed.

Intimidating Presence. The barbarian targets one creature it can see within 30 feet of it. If the target can see and hear the barbarian, it must succeed on a DC 13 Wisdom saving throw or become frightened of the barbarian for 1 minute. A creature can repeat the saving throw at the end of each of its turns ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to barbarian's Intimidating Presence for the next 24 hours.

Attack (Costs 2 Actions). The barbarian makes a melee or ranged attack.



Bard, Legendary

Medium Humanoid (any race), any alignment

Armor Class 15 (studded leather)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	10 (+0)	13 (+1)	18 (+4)

Saving Throws Dex +6, Cha +7
Skills Acrobatics +6, Perception +4, Performance +7
Senses passive Perception 14
Languages any two languages
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Legendary Resistance (2/Day). If the bard fails a saving throw, it can choose to succeed instead.

Spell Penetration. When the bard casts a spell and is interrupted by an enemy's counterspell, treat the spell's level as 3 levels higher.

Superior Focus. The bard has advantage on saving throws it makes to maintain its concentration.

Actions

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Cacophony (Recharge 4–6). Each creature in a 15-foot cube originating from the bard must make a DC 15 Constitution saving throw. On a failed save, a creature takes 13 (3d8) thunder damage and is pushed up to 10 feet away from the bard. On a successful save, a creature takes half as much damage and isn't pushed.

Spellcasting. The bard casts one of the following spells using Charisma as the spellcasting ability (spell save DC 15):

At will: *friends, mage hand, minor illusion, vicious mockery* (3d4)
2/day each: *charm person, counterspell, healing word* (as a 2nd-level spell)
1/day each: *charm monster, destructive wave, dispel magic, greater invisibility, Otto's irresistible dance, synaptic static*

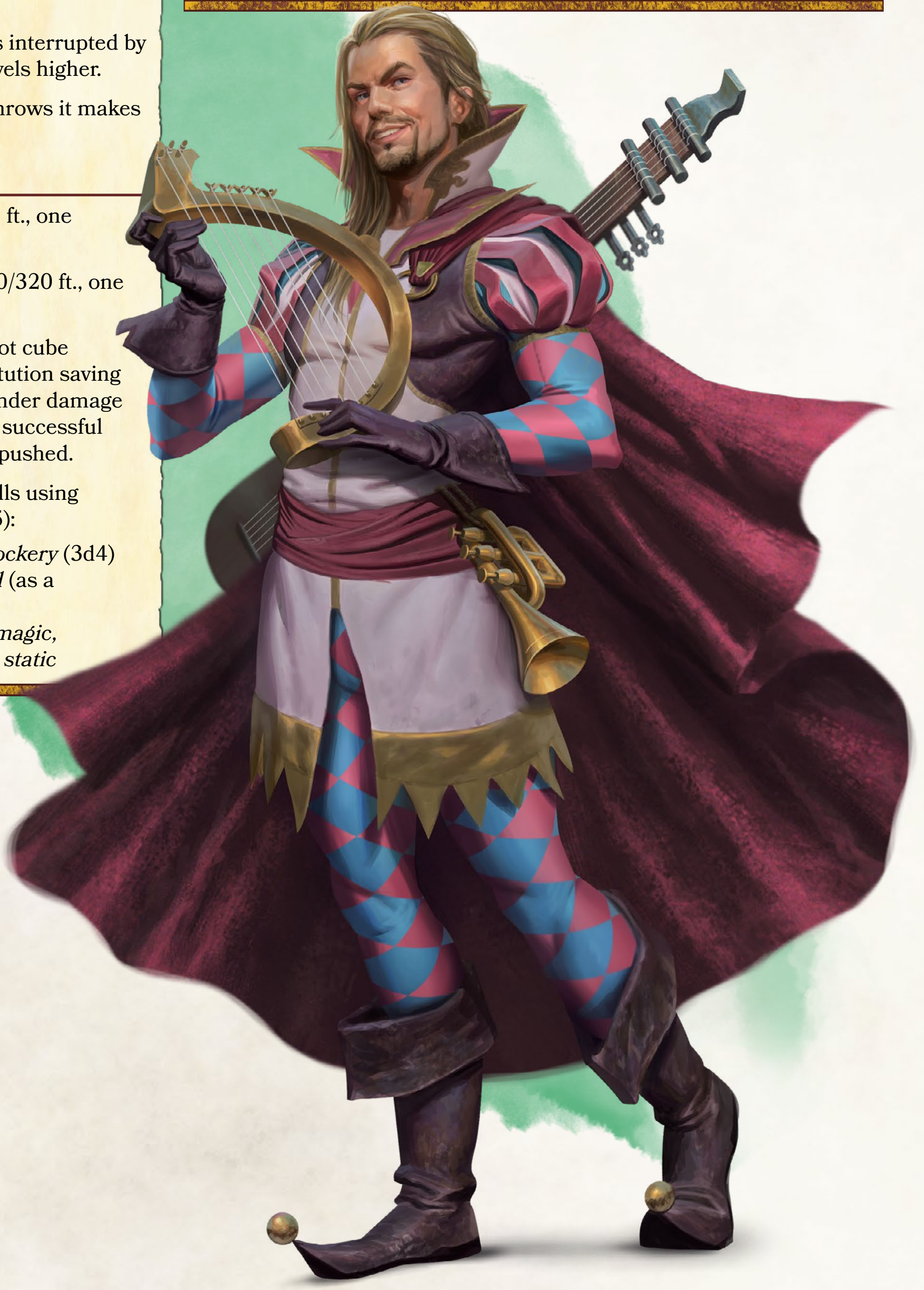
Bonus Actions

Taunt (4/Day). The bard targets one creature within 30 feet of it. If the target can hear the bard, the target must succeed on a DC 15 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.

Legendary Actions

The bard can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The bard regains spent legendary actions at the start of its turn.

Move. The bard moves up to half its speed without provoking opportunity attacks.
Vicious Mockery. The bard casts *vicious mockery*.
Attack The bard makes a melee or ranged attack.
Cast a Spell (Costs 2 Actions). The bard casts *charm monster, charm person, dispel magic,* or *greater invisibility,* if available.



BLACKGUARD, LEGENDARY

Medium Humanoid (any race), any non-good alignment

Armor Class 20 (plate, shield)
Hit Points 238 (28d8 + 112)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	12 (+1)	16 (+3)	18 (+4)

Saving Throws Con +9, Wis +8, Cha +9
Skills Athletics +10, Deception +9, Intimidation +9
Senses passive Perception 13
Languages any two languages (usually Abyssal, Common, Infernal)
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Legendary Resistance (3/Day). If the blackguard fails a saving throw, it can choose to succeed instead.

Magic Weapons. The blackguard's weapon attacks are magical.

ACTIONS

Multiattack. The blackguard makes three attacks with its Longsword or its Shortbow.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands, plus 4 (1d8) necrotic damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 3 (1d6) piercing damage plus 4 (1d8) necrotic damage.

Spellcasting. The blackguard casts one of the following spells using Charisma as the spellcasting ability (spell save DC 17, +9 to hit with spell attacks):

1/day each: *animate dead, banishment, contagion, destructive wave, dispel magic, dominate person, hellish rebuke, staggering smite*

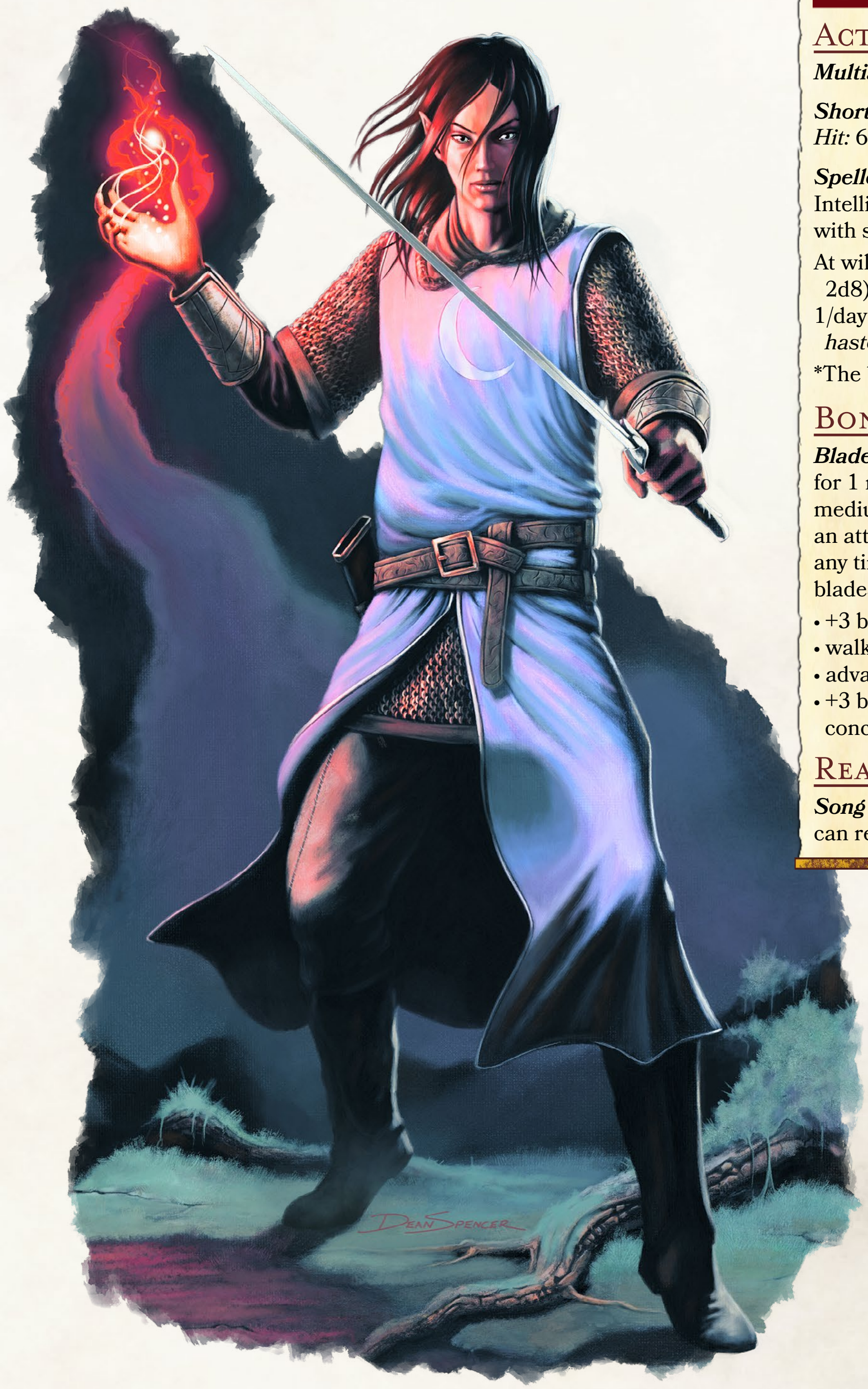
Dreadful Aspect (Recharges after a Short or Long Rest). The blackguard exudes magical menace. Each enemy within 30 feet of the blackguard must succeed on a DC 17 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from the blackguard, the target can repeat the saving throw, ending the effect on itself on a success.

Summon Fiend (1/Day). The blackguard summons a barbed devil, barlgura, or mezzoloth. A summoned fiend appears in an unoccupied space within 60 feet of the blackguard and acts as an ally of the blackguard. It remains for an hour, until it or the blackguard dies, or until its summoner dismisses it as an action.

LEGENDARY ACTIONS

The blackguard can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The blackguard regains spent legendary actions at the start of its turn.

Charge. The blackguard moves up to its speed.
Attack. The blackguard makes a melee or ranged weapon attack.
Command Fiend. The blackguard targets an allied fiend it can see within 30 feet of it. If the target can see and hear the blackguard, the target can use its reaction to make one melee weapon attack or move up to half its speed.
Cast a Spell (Costs 2 Actions). The blackguard uses Spellcasting.



BLADESINGER

Medium Humanoid (any race), any alignment

Armor Class 15 (studded leather, 18 while Bladesong is active)
Hit Points 55 (10d8 + 10)
Speed 30 ft., 40 ft. while Bladesong is active

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	17 (+3)	12 (+1)	14 (+2)

Saving Throws Int +6, Wis +4
Skills Acrobatics +6, Arcana +6, Performance +5
Damage Resistance nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)
Senses passive Perception 11
Languages any four languages
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

ACTIONS

Multiattack. The bladesinger makes two Shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Spellcasting. The bladesinger casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *fire bolt* (2d10), *light, green-flame blade* (2d8 and 2d8), *minor illusion, prestidigitation*
1/day each: *absorb elements, cone of cold, counterspell, fireball, haste, shield, steel wind strike, stoneskin**

*The bladesinger casts this spell on itself before combat.

BONUS ACTIONS

Bladesong (3/Day). The bladesinger starts Bladesong, which lasts for 1 minute. It ends early if the bladesinger is incapacitated, dons medium or heavy armor or a shield, or if it uses two hands to make an attack with a weapon. It can also dismiss the Bladesong at any time (no action required). While the Bladesong is active, the bladesinger gains the following benefits:

- +3 bonus to its AC
- walking speed increases by 10 feet
- advantage on Dexterity (Acrobatics) checks
- +3 bonus to any Constitution saving throw it makes to maintain concentration on a spell

REACTIONS

Song of Defense (3/day). When the bladesinger takes damage, it can reduce that damage by 10.

CHAMPION, LEGENDARY

Medium Humanoid (any race), any alignment

Armor Class 18 (plate)
Hit Points 204 (24d8 + 96)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	10 (+0)	14 (+2)	14 (+2)

Saving Throws Str +9, Wis +6
Skills Athletics +9, Intimidation +6, Perception +6
Senses passive Perception 16
Languages any one language (usually Common)
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Legendary Resistance (2/Day). If the champion fails a saving throw, it can choose to succeed instead.

Magic Weapons. The champion's weapon attacks are magical.

Superior Critical. The champion's weapon attacks score a critical hit on a roll of 18–20.

ACTIONS

Multiattack. The champion makes three attacks with its Greatsword or its Shortbow.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage, plus 7 (2d6) slashing damage if the champion has more than half of its total hit points remaining.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, plus 7 (2d6) piercing damage if the champion has more than half of its total hit points remaining.

BONUS ACTIONS

Second Wind (Recharges after a Short or Long Rest). The champion regains 25 hit points.

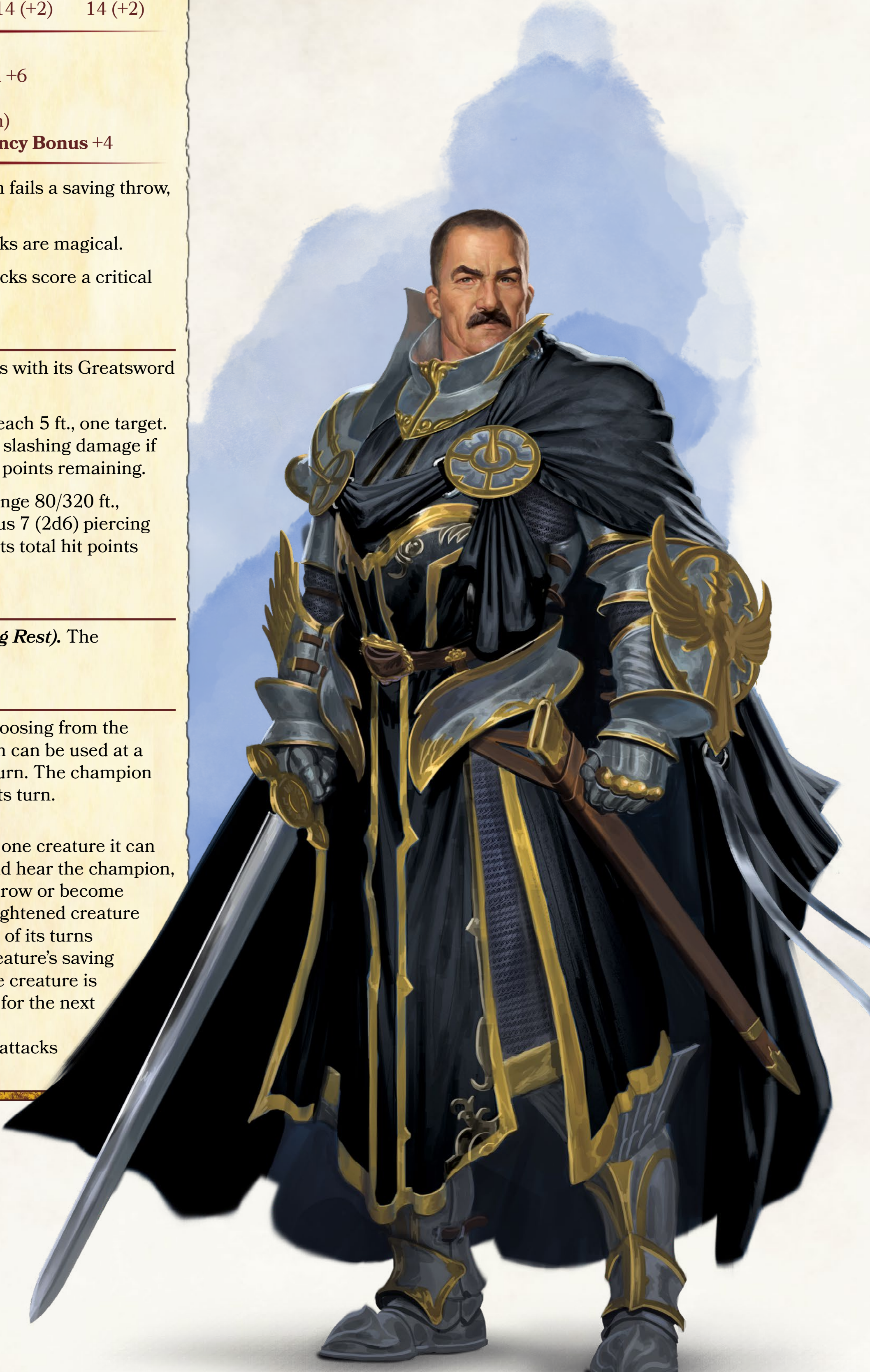
LEGENDARY ACTIONS

The champion can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The champion regains spent legendary actions at the start of its turn.

Charge. The champion moves up to its speed.

Intimidating Presence. The champion targets one creature it can see within 30 feet of it. If the target can see and hear the champion, it must succeed on a DC 14 Wisdom saving throw or become frightened of the champion for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to champion's Intimidating Presence for the next 24 hours.

Greatsword (Costs 2 Actions). The champion attacks with its Greatsword.



Cult Leader

Medium Humanoid (any race), any non-good alignment

Armor Class 13 (leather armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	10 (+0)	16 (+3)	14 (+2)

Saving Throws Wis +6, Cha +5
Skills Deception +5, Persuasion +5, Religion +6
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Dark Devotion. The cult leader has advantage on saving throws against being charmed or frightened.

Legendary Resistance (1/Day). If the cult leader fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The cult leader makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Spellcasting. The cult leader casts one of the following spells using Wisdom as the spellcasting ability (save DC 14, +6 to hit with spell attacks):

At will: *light, sacred flame* (2d8), *thaumaturgy, toll the dead* (2d8 or 2d12)
1/day each: *command, blindness/deafness, hold person, glyph of warding, inflict wounds, motivational speech, spirit guardians*

Reactions

Protective Thrall. When the cult leader is hit by an attack, one ally within 5 feet of the cult leader must use its reaction to be hit by the attack instead.

Legendary Actions

The cult leader can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The cult leader regains spent legendary actions at the start of its turn.

Beguile. The cult leader targets a creature it can see within 30 feet of it. If the target can see or hear the cult leader, the target must succeed on a DC 14 Wisdom saving throw or be charmed until the end of its next turn.

Cantrip. The cult leader casts *sacred flame* or *toll the dead.*

Dark Exhortation (Costs 2 Actions). The cult leader targets one ally it can see within 30 feet of it. If the target can see or hear the cult leader, the target can use its reaction to move up to half its speed and make one melee weapon attack with advantage on the attack roll.

DRUID, LEGENDARY

Medium Humanoid (any race), any alignment

Armor Class 13 (hide)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	12 (+1)	18 (+4)	11 (+0)

Saving Throws Wis +7, Cha +3
Skills Medicine +7, Nature +4, Perception +7
Damage Resistance nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)
Senses passive Perception 17
Languages Druidic plus any two languages
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Legendary Resistance (2/Day). If the druid fails a saving throw, it can choose to succeed instead.

Spell Penetration. When the druid casts a spell and is interrupted by an enemy's counterspell, treat the spell's level as 3 levels higher.

Superior Focus. The druid has advantage on saving throws it makes to maintain its concentration.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +4 to hit (+7 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, 5 (1d8 + 1) bludgeoning damage if wielded with two hands, or 8 (1d8 + 4) bludgeoning damage with *shillelagh*.

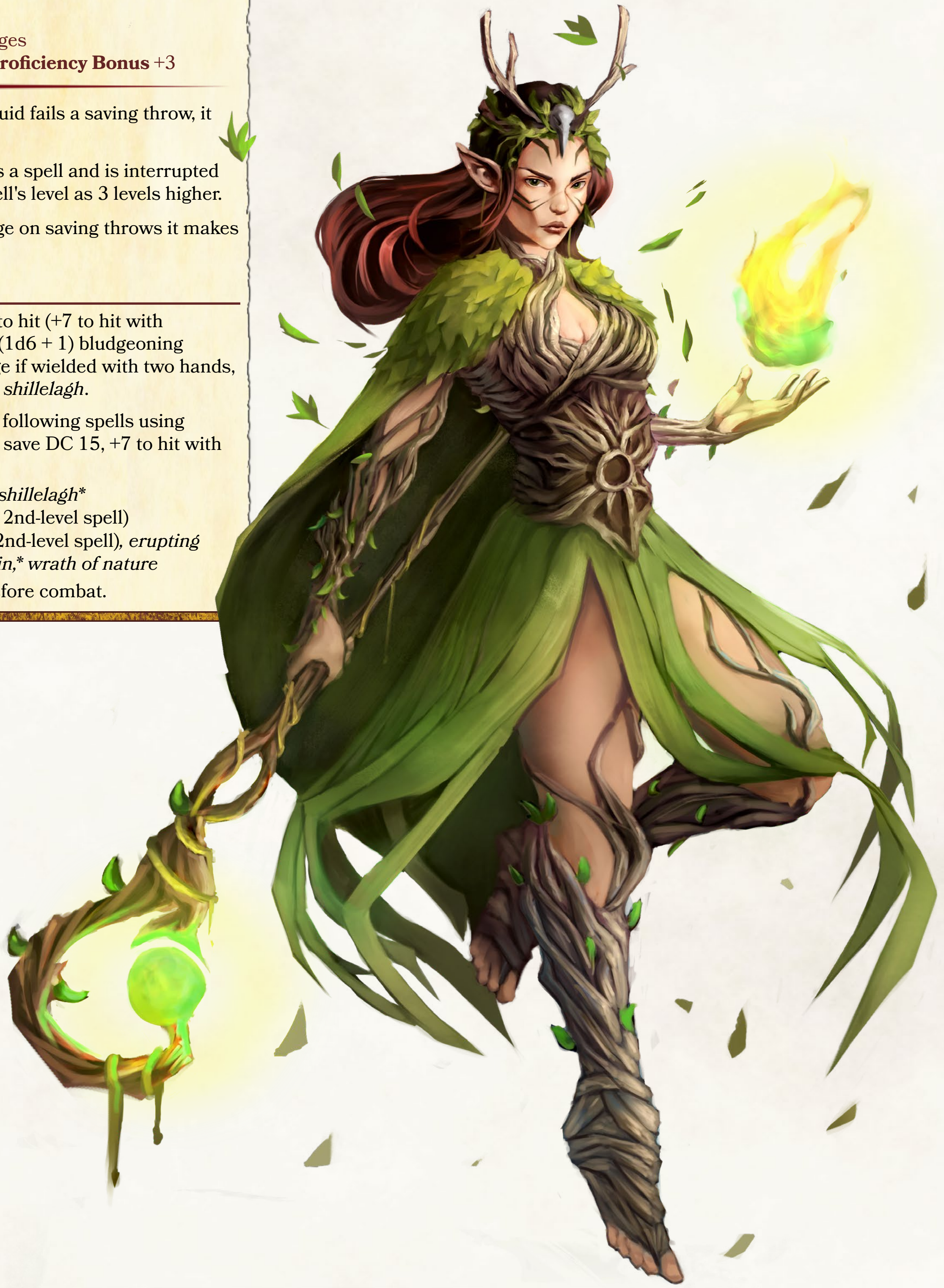
Spellcasting. The druid casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *druidcraft, produce flame* (2d8), *shillelagh**
2/day each: *entangle, thunderwave* (as a 2nd-level spell)
1/day each: *awaken, cure wounds* (as a 2nd-level spell), *erupting earth, ice storm, spike growth, stoneskin,* wrath of nature*
*The druid casts these spells on itself before combat.

LEGENDARY ACTIONS

The druid can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The druid regains spent legendary actions at the start of its turn.

Move. The druid moves up to half its speed without provoking opportunity attacks.
Cantrip. The druid casts *produce flame* or *shillelagh*.
Quarterstaff. The druid attacks with its Quarterstaff.
Cast a Spell (Costs 2 Actions). The druid casts *cure wounds*, *entangle*, *erupting earth*, *spike growth*, or *thunderwave*, if available.



Eldritch Assassin

Medium Humanoid (any race), any non-good alignment

Armor Class 16 (studded leather)
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	15 (+2)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Dex +8, Wis +5, Cha +8
Skills Arcana +5, Acrobatics +8, Deception +8, Stealth +12
Damage Resistance poison
Senses passive darkvision 60 ft., passive Perception 11
Languages thieves' cant plus any two languages (usually Abyssal or Infernal)
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Assassinate. During its first turn, the eldritch assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the eldritch assassin scores against a surprised creature is a critical hit.

Sneak Attack (1/Turn). The eldritch assassin deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the eldritch assassin that isn't incapacitated and the eldritch assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The eldritch assassin makes two Shortsword attacks.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Spellcasting. The eldritch assassin casts one of the following spells using Charisma as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

At will: *disguise self, eldritch blast* (4 beams, 1d10 + 4), *levitate* (self only), *green-flame blade* (3d8 and 3d8), *minor illusion, true strike*
3/day (as 5th-level spells): *cone of cold, dimension door, dispel magic, hellish rebuke, staggering smite, thunder step*
1/day each: *circle of death*

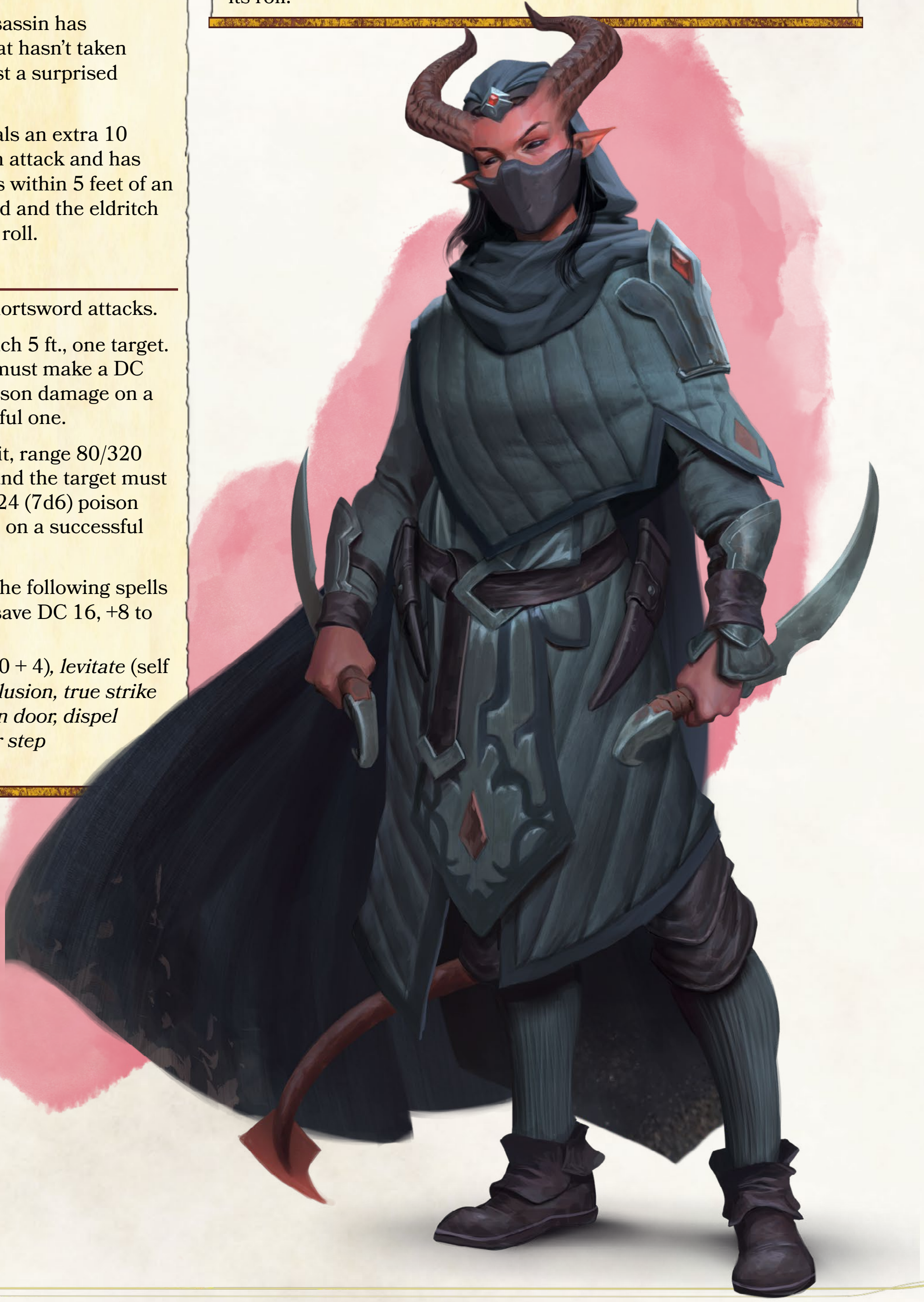
Bonus Actions

Hexblade's Curse (Recharges after a Short or Long Rest). The eldritch assassin targets a creature it can see within 30 feet of it. The target is cursed for 1 minute. The curse ends early if the target dies, the eldritch assassin dies, or it is incapacitated. Until the curse ends, the eldritch assassin gains the following benefits:

- It deals an extra 3 damage on damage rolls against the cursed target.
- Any attack roll it makes against the cursed target is a critical hit on a roll of 19 or 20 on the d20.
- If the cursed target dies, the eldritch assassin regains 14 hit points.

Reactions

Armor of Hexes. When hit by an attack roll by a creature cursed by the eldritch assassin's Hexblade's Curse, roll a d6. On a roll of 4 or higher, the attack instead misses the eldritch assassin, regardless of its roll.



Gladiator, Legendary

Medium Humanoid (any race), any alignment

Armor Class 17 (studded leather, shield)
Hit Points 120 (16d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +8, Dex +7, Con +7
Skills Athletics +12, Intimidation +6
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Brave. The gladiator has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

Legendary Resistance (3/Day). If the gladiator fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Shield Bash. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Reactions

Parry and Counter. The gladiator adds 3 to its AC against one melee or ranged weapon attack that would hit it. To do so, it must be able to see the attacker and be wielding a melee weapon. If the attack misses, the gladiator can make one melee attack against the attacker if it is within its reach.

Legendary Actions

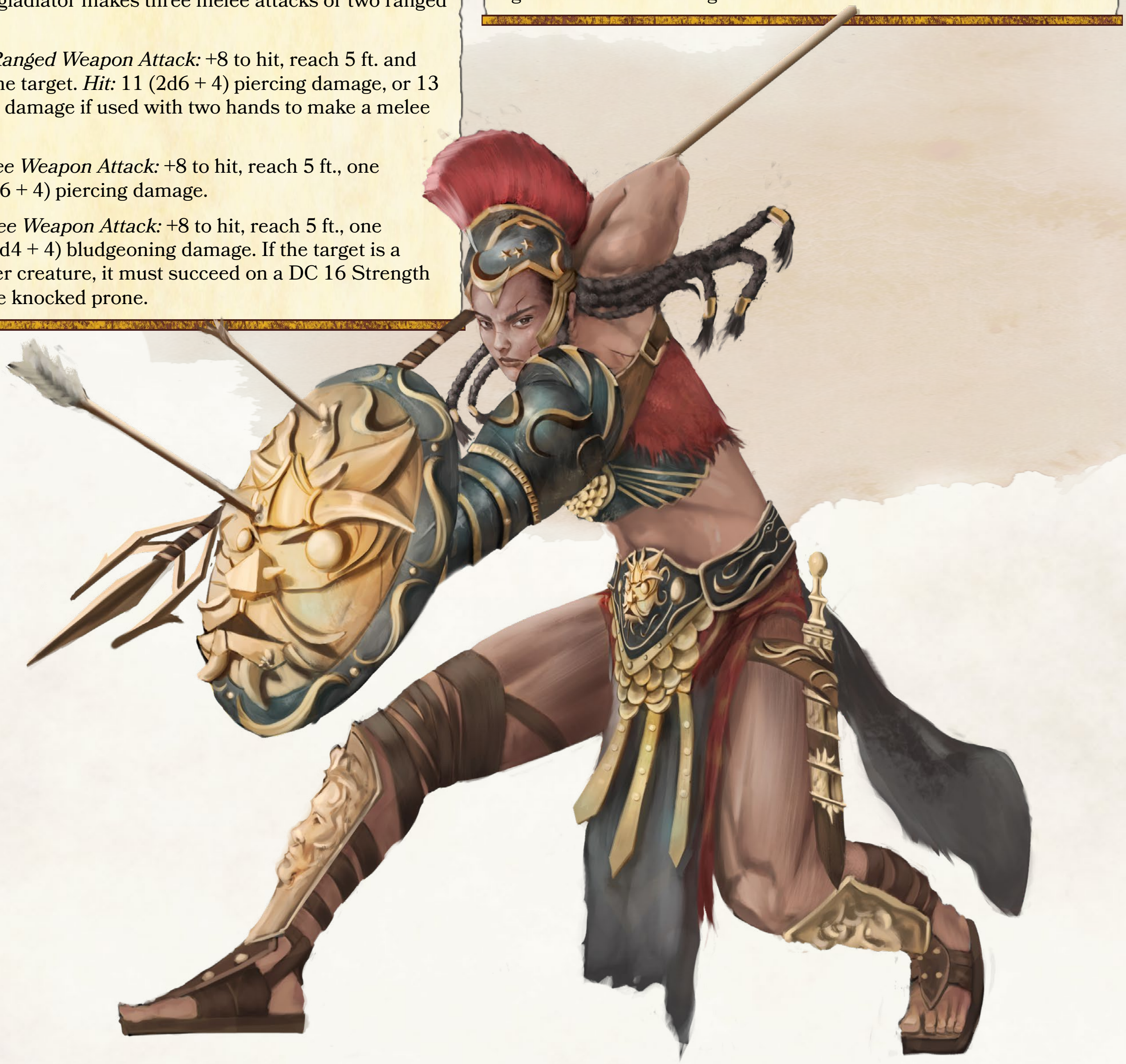
The gladiator can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The gladiator regains spent legendary actions at the start of its turn.

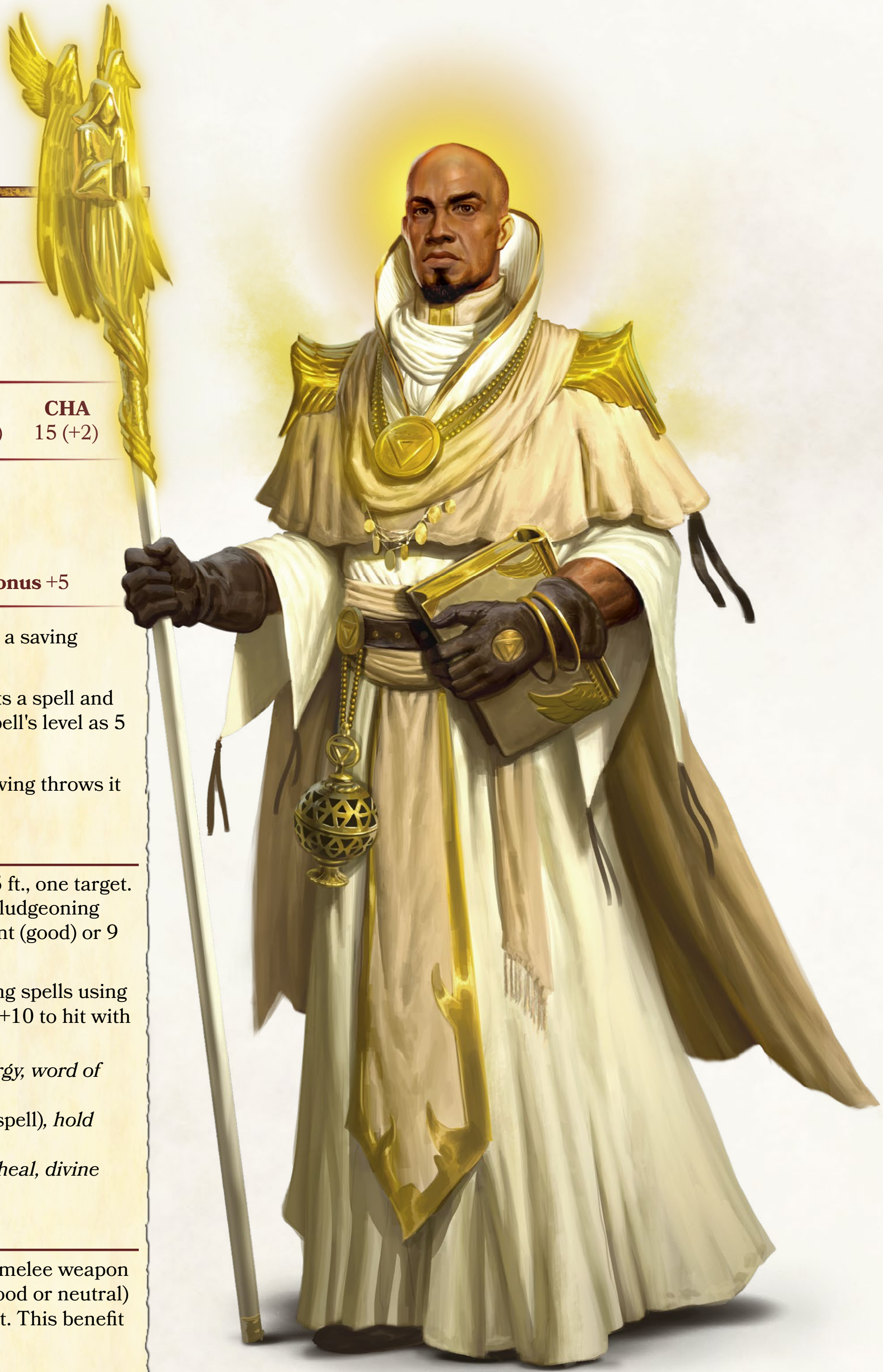
Move. The gladiator moves up to half its speed without provoking opportunity attacks.

Attack. The gladiator makes a melee or ranged weapon attack.

Cheap Shot. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* The target must succeed on a DC 16 Constitution saving throw or be stunned until the end of its next turn.

Intimidating Presence. The gladiator targets one creature it can see within 30 feet of it. If the target can see and hear the gladiator, it must succeed on a DC 14 Wisdom saving throw or become frightened of the gladiator for 1 minute. A creature can repeat the saving throw at the end of each of its turns ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to gladiator's Intimidating Presence for the next 24 hours.





High Priest, Legendary

Medium Humanoid (any race), any alignment

Armor Class 15 (chain shirt)
Hit Points 180 (24d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	16 (+3)	20 (+5)	15 (+2)

Saving Throws Con +8, Wis +10, Cha +7
Skills Medicine +15, Persuasion +7, Religion +13
Senses passive Perception 15
Languages any two languages
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Legendary Resistance (3/Day). If the high priest fails a saving throw, it can choose to succeed instead.

Greater Spell Penetration. When the high priest casts a spell and is interrupted by an enemy's counterspell, treat the spell's level as 5 levels higher.

Superior Focus. The high priest has advantage on saving throws it makes to maintain its concentration.

Actions

Quarterstaff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage if wielded with two hands, plus 9 (2d8) radiant (good) or 9 (2d8) necrotic (evil) damage.

Spellcasting. The high priest casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 18, +10 to hit with spell attacks):

At will: *guidance, light, sacred flame* (4d8)*, thaumaturgy, word of radiance* (4d6)
2/day each: *banishment*, *cure wounds* (as a 3rd-level spell)*, hold person, flame strike*
1/day each: *dispel evil and good, dispel magic, harm, heal, divine word, fire storm, holy aura, true resurrection*

Bonus Actions

Divine Eminence (3/Day). The high priest causes its melee weapon attacks to magically deal an extra 10 (3d6) radiant (good or neutral) or necrotic (evil or neutral) damage to a target on a hit. This benefit lasts until the end of the turn.

Legendary Actions

The high priest can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The high priest regains spent legendary actions at the start of its turn.

Move. The high priest moves up to half its speed without provoking opportunity attacks.
Cantrip. The high priest casts *sacred flame* or *word of radiance*.
Quarterstaff. The high priest attacks with its Quarterstaff.
Cast a Spell (Costs 2 Actions). The high priest casts *banishment*, *cure wounds*, *dispel magic*, or *hold person*, if available.

KNIGHT, LEGENDARY

Medium Humanoid (any race), any alignment

Armor Class 18 (plate)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +6, Wis +3
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Brave. The knight has advantage on saving throws against being frightened.

Legendary Resistance (1/Day). If the knight fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The knight makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

REACTIONS

Parry and Counter. The knight adds 3 to its AC against one melee or ranged weapon attack that would hit it. To do so, it must be able to see the attacker and be wielding a melee weapon. If the attack misses, the knight can make one melee attack against the attacker if it is within its reach.

LEGENDARY ACTIONS

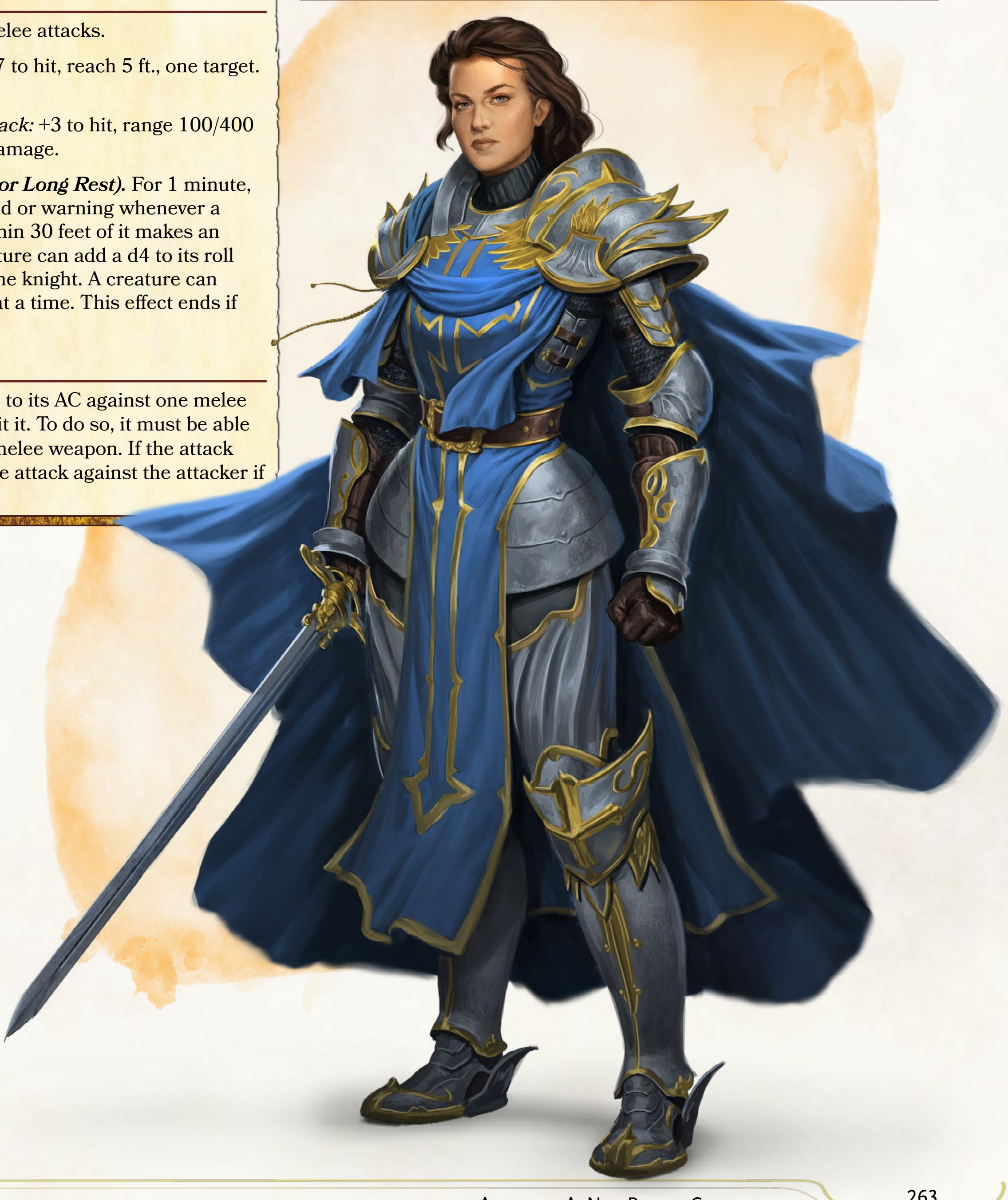
The knight can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The knight regains spent legendary actions at the start of its turn.

Charge. The knight moves up to its speed.

Command Ally. The knight targets one ally it can see within 30 feet of it. If the target can see and hear the knight, the target can use its reaction to make one melee weapon attack or move up to half its speed.

Intimidating Presence. The knight targets one creature it can see within 30 feet of it. If the target can see and hear the knight, it must succeed on a DC 13 Wisdom saving throw or become frightened of the knight for 1 minute. A creature can repeat the saving throw at the end of each of its turns ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to knight's Intimidating Presence for the next 24 hours.

Greatsword (Costs 2 Actions). The knight attacks with its Greatsword.



MAGE, LEGENDARY

Medium Humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	18 (+4)	12 (+1)	11 (+0)

Saving Throws Int +8, Wis +5
Skills Arcana +8, History +8
Damage Resistance nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)
Senses passive Perception 11
Languages any five languages
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Legendary Resistance (2/Day). If the mage fails a saving throw, it can choose to succeed instead.

Spell Penetration. When the mage casts a spell and is interrupted by an enemy's counterspell, treat the spell's level as 3 levels higher.

Superior Focus. The mage has advantage on saving throws it makes to maintain its concentration.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

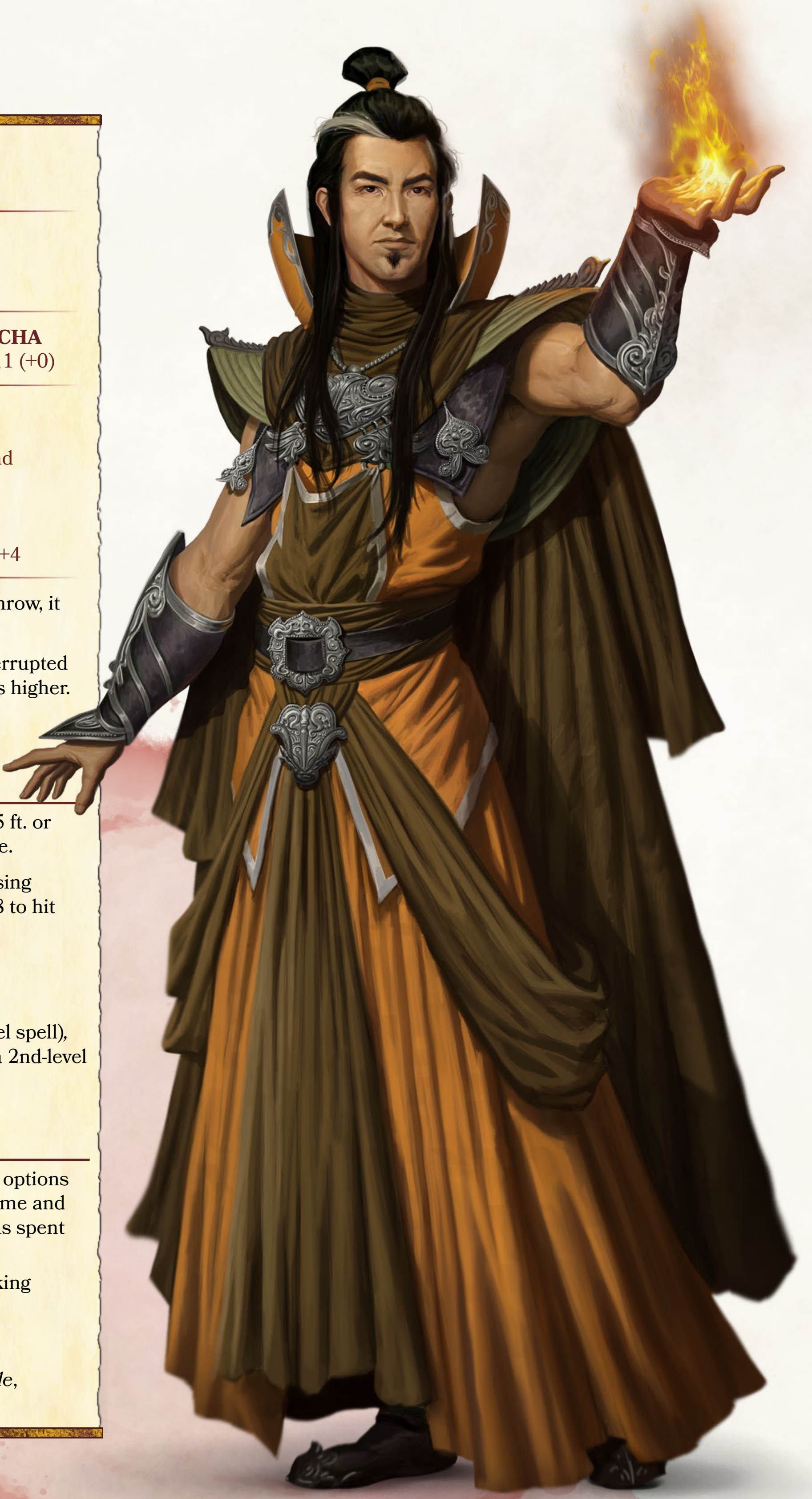
Spellcasting. The mage casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

At will: *fire bolt* (2d10), *light, mage hand, minor illusion, prestidigitation*
2/day each: *scorching ray, shield*
1/day each: *cone of cold, counterspell, fireball* (as a 4th-level spell), *lightning bolt, mage armor,* stoneskin,* thunderwave* (as a 2nd-level spell)
*The mage casts these spells on itself before combat.

LEGENDARY ACTIONS

The mage can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The mage regains spent legendary actions at the start of its turn.

Move. The mage moves up to half its speed without provoking opportunity attacks.
Fire Bolt. The mage casts fire bolt.
Dagger. The mage attacks with its Dagger.
Evocation (Costs 2 Actions). The mage casts *magic missile*, *scorching ray*, or *thunderwave,* if available.



MONK, LEGENDARY

Medium Humanoid (any race), any alignment

Armor Class 18
Hit Points 130 (20d8 + 40)
Speed 55 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	11 (+0)	19 (+4)	10 (+0)

Saving Throws Str +5, Dex +8, Wis +8
Skills Acrobatics +8, Insight +8, Perception +8, Stealth +8
Senses passive Perception 18
Languages any one language (usually Common)
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Legendary Resistance (2/Day). If the monk fails a saving throw, it can choose to succeed instead.

Unarmored Defense. While the monk is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The monk makes four Unarmed Strikes or four Dart attacks.

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage. If the target is a creature, the monk can choose one of the following additional effects:

- The target must succeed on a DC 16 Strength saving throw or drop one item it is holding (monk's choice).
- The target must succeed on a DC 16 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 16 Constitution saving throw or be stunned until the end of the monk's next turn.

Dart. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

REACTIONS

Deflect Missile. In response to being hit by a ranged weapon attack, the monk deflects the missile. The damage it takes from the attack is reduced by 25 (1d10 + 20). If the damage is reduced to 0, the monk catches the missile if it's small enough to hold in one hand and the monk has a hand free.

LEGENDARY ACTIONS

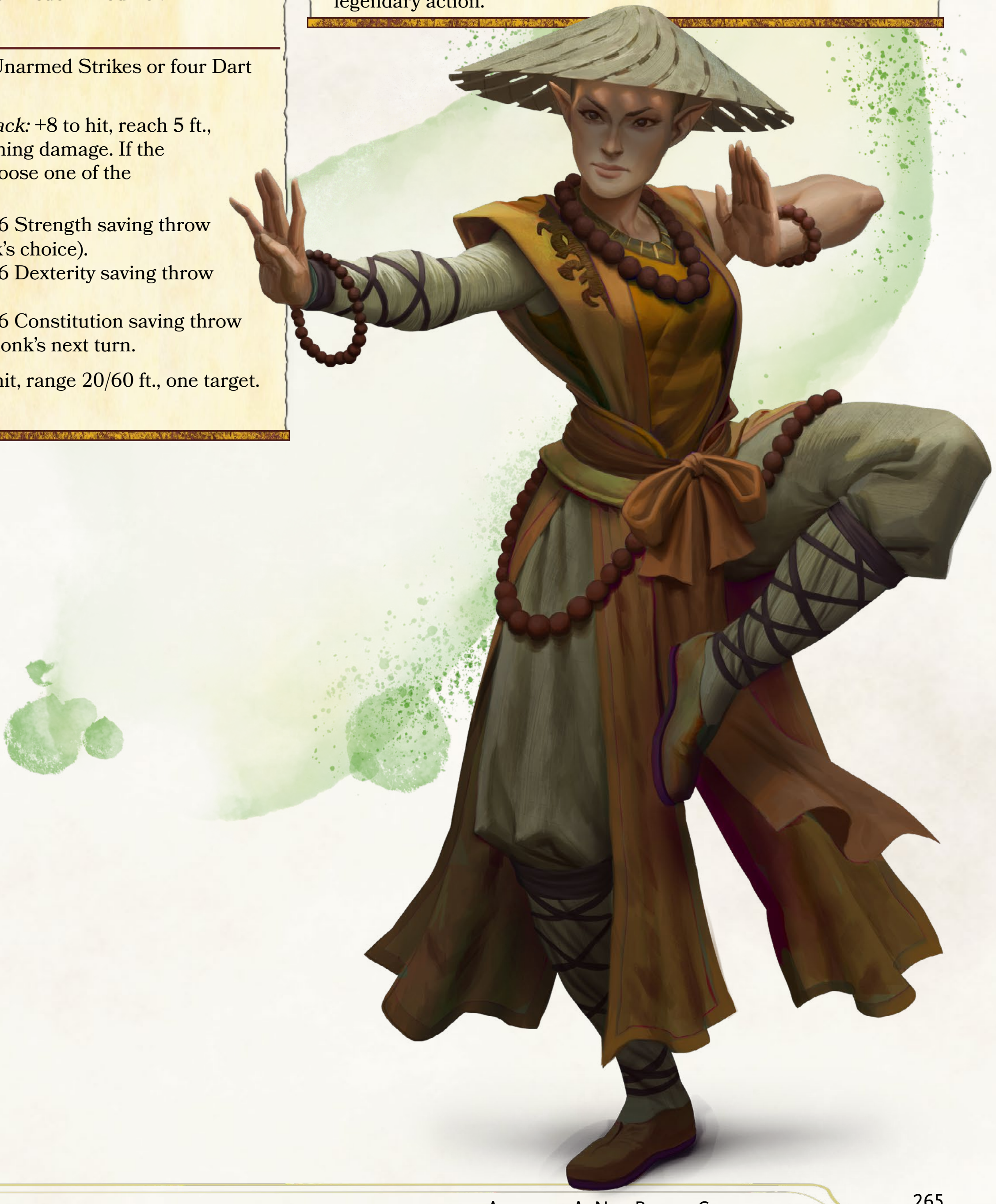
The monk can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The monk regains spent legendary actions at the start of its turn.

Detect. The monk makes a Wisdom (Perception) check.

Tumble, Slide, and Flip. The monk moves up to half its speed without provoking opportunity attacks. During this move, the monk can enter creatures' spaces but can't end its turn there.

Attack. The monk makes an Unarmed Strike or attacks with its Dart.

Dodge (Costs 2 Actions). The monk performs a Dodge Action. Until the start of the monk's next turn, it can't use Attack as a legendary action.



NECROMANCER, LEGENDARY

Medium Humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Con +6, Int +7, Wis +5
Skills Arcana +7, History +7
Damage Resistance nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)
Senses passive Perception 11
Languages any four languages
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Legendary Resistance (2/Day). If the necromancer fails a saving throw, it can choose to succeed instead.

Spell Penetration. When the necromancer casts a spell and is interrupted by an enemy's counterspell, treat the spell's level as 3 levels higher.

Superior Focus. The necromancer has advantage on saving throws it makes to maintain its concentration.

ACTIONS

Withering Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 12 (5d4) necrotic damage.

Entropic Rift (Recharge 5–6). The necromancer opens a momentary Abyssal rift within 60 feet of it. The rift is a 20-foot-radius sphere. Each creature in that area must make a DC 15 Constitution saving throw, taking 22 (5d8) necrotic damage on a failed save, or half as much damage on a successful one. In addition, there is a 50 percent chance that 1d4 wights then appear in unoccupied spaces in the sphere. They act as the necromancer's allies, take their turns immediately after the necromancer. They remain until destroyed or until the necromancer dismisses them as an action.

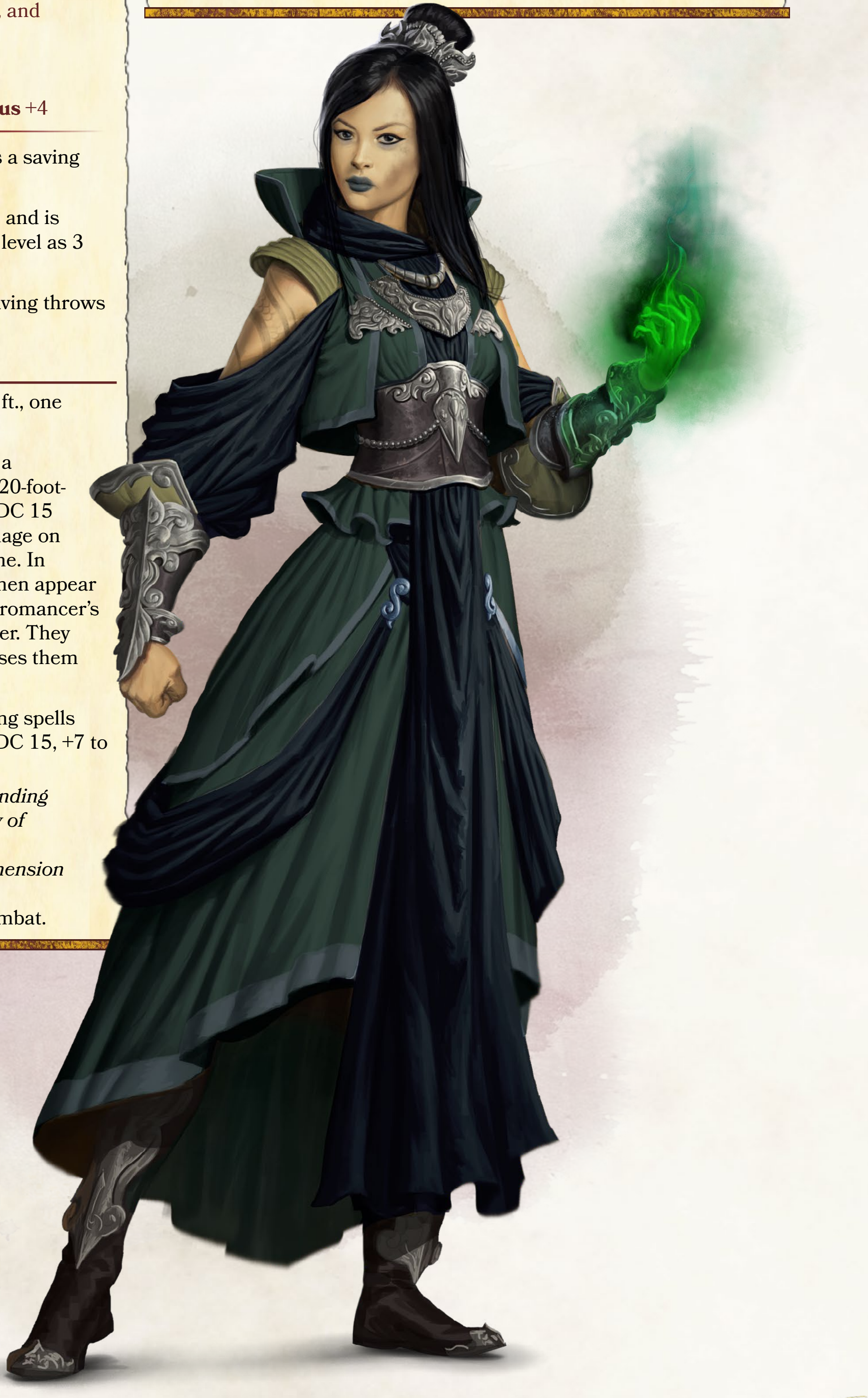
Spellcasting. The necromancer casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *chill touch* (3d8), *dancing lights, mage hand, mending*
2/day each: *blight, mage armor,* blindness/deafness, ray of sickness, vampiric touch*
1/day each: *animate dead,* circle of death, cloudkill, dimension door, stoneskin**
*The necromancer casts these spells on itself before combat.

LEGENDARY ACTIONS

The necromancer can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The necromancer regains spent legendary actions at the start of its turn.

Move. The necromancer moves up to half its speed without provoking opportunity attacks.
A Taste of Undeath. The necromancer casts *chill touch*.
Withering Touch. The necromancer attacks with its Withering Touch.
Necromancy (Costs 2 Actions). The necromancer casts *blight, blindness/deafness, ray of sickness,* or *vampiric touch*, if available.



PRIEST, LEGENDARY

Medium Humanoid (any race), any alignment

Armor Class 14 (chain shirt)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	13 (+1)	18 (+4)	13 (+1)

Saving Throws Wis +7, Cha +4
Skills Medicine +10, Persuasion +4, Religion +7
Senses passive Perception 14
Languages any two languages
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Legendary Resistance (2/Day). If the priest fails a saving throw, it can choose to succeed instead.

Spell Penetration. When the priest casts a spell and is interrupted by an enemy's counterspell, treat the spell's level as 3 levels higher.

Superior Focus. The priest has advantage on saving throws it makes to maintain its concentration.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if wielded with two hands.

Spellcasting. The priest casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *guidance, light, sacred flame* (2d8), *thaumaturgy, word of radiance* (2d6)
2/day each: *guiding bolt, hold person, mass healing word*
1/day each: *banishment, cure wounds* (as a 5th-level spell)*, dispel magic, flame strike, guardian of faith**
*The priest casts this spell on itself before combat.

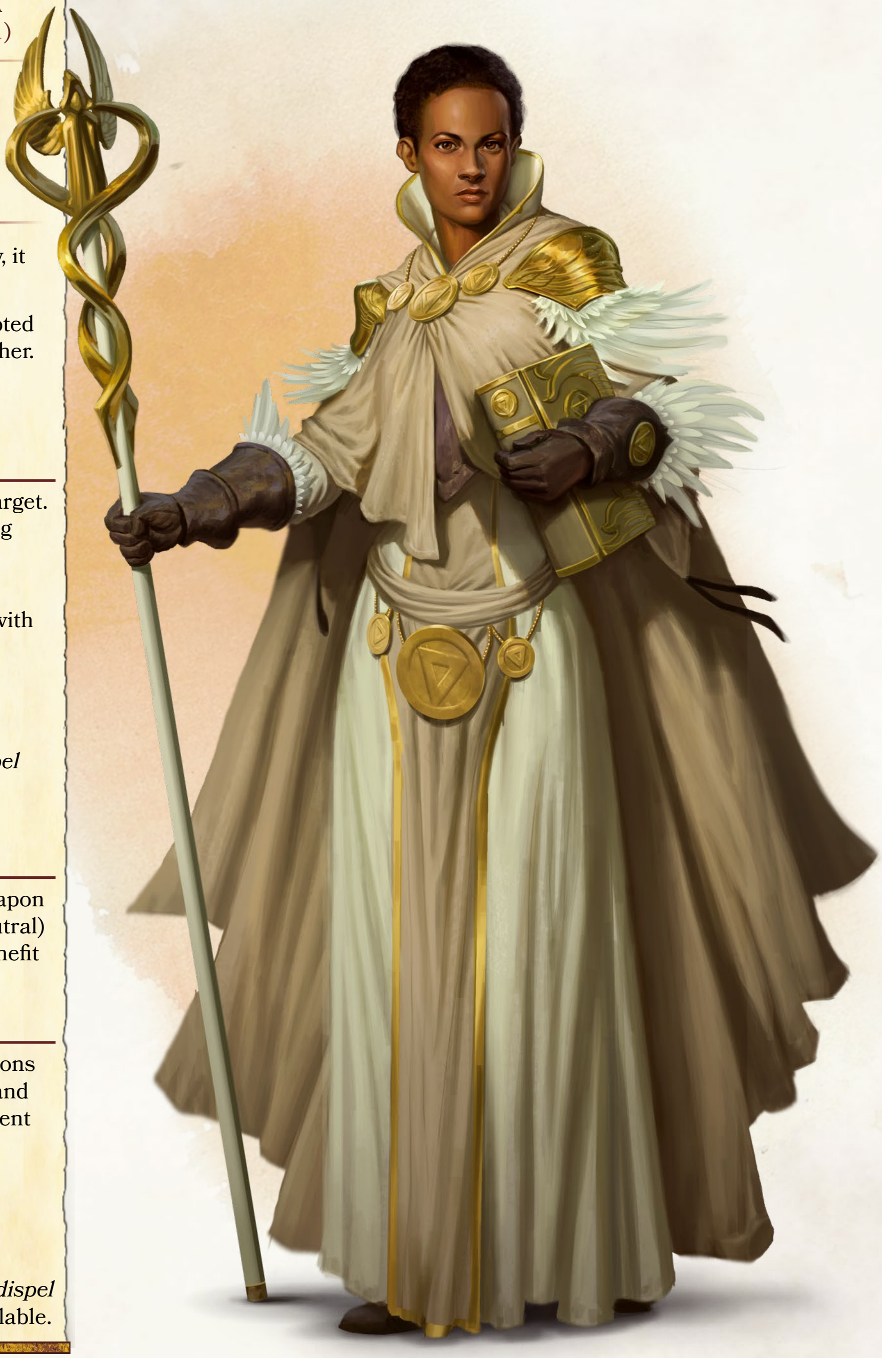
BONUS ACTIONS

Divine Eminence (2/Day). The high priest causes its melee weapon attacks to magically deal an extra 10 (3d6) radiant (good or neutral) or necrotic (evil or neutral) damage to a target on a hit. This benefit lasts until the end of the turn.

LEGENDARY ACTIONS

The priest can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The priest regains spent legendary actions at the start of its turn.

Move. The priest moves up to half its speed without provoking opportunity attacks.
Cantrip. The priest casts *sacred flame* or *word of radiance*.
Quarterstaff. The priest attacks with its Quarterstaff.
Cast a Spell (Costs 2 Actions). The priest casts *cure wounds, dispel magic, guiding bolt, hold person,* or *mass healing word,* if available.



Ranger, Legendary

Medium Humanoid (any race), any alignment

Armor Class 16 (studded leather)
Hit Points 105 (14d8 + 42)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Str +4, Dex +7
Skills Perception +9, Stealth +7, Survival +6
Senses passive Perception 19
Languages any two languages (usually Common)
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Archery Fighting Style. The ranger gains +2 bonus to attack rolls it makes with ranged weapons (included in the attack).

Legendary Resistance (2/Day). If the ranger fails a saving throw, it can choose to succeed instead.

Multiattack Defense. When a creature hits the ranger with an attack, the ranger gains a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Favored Foe (3/Day). When the ranger hits a creature with an attack roll, it can mark the target as its favored enemy for 1 minute or until it loses its concentration (as if it were concentrating on a spell). The first time on each of its turns that it hits the favored enemy and deal damage to it, including when it marks it, it can increase that damage by 4 (1d8).

Actions

Multiattack. The ranger makes two Shortsword attacks or two Longbow attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage.

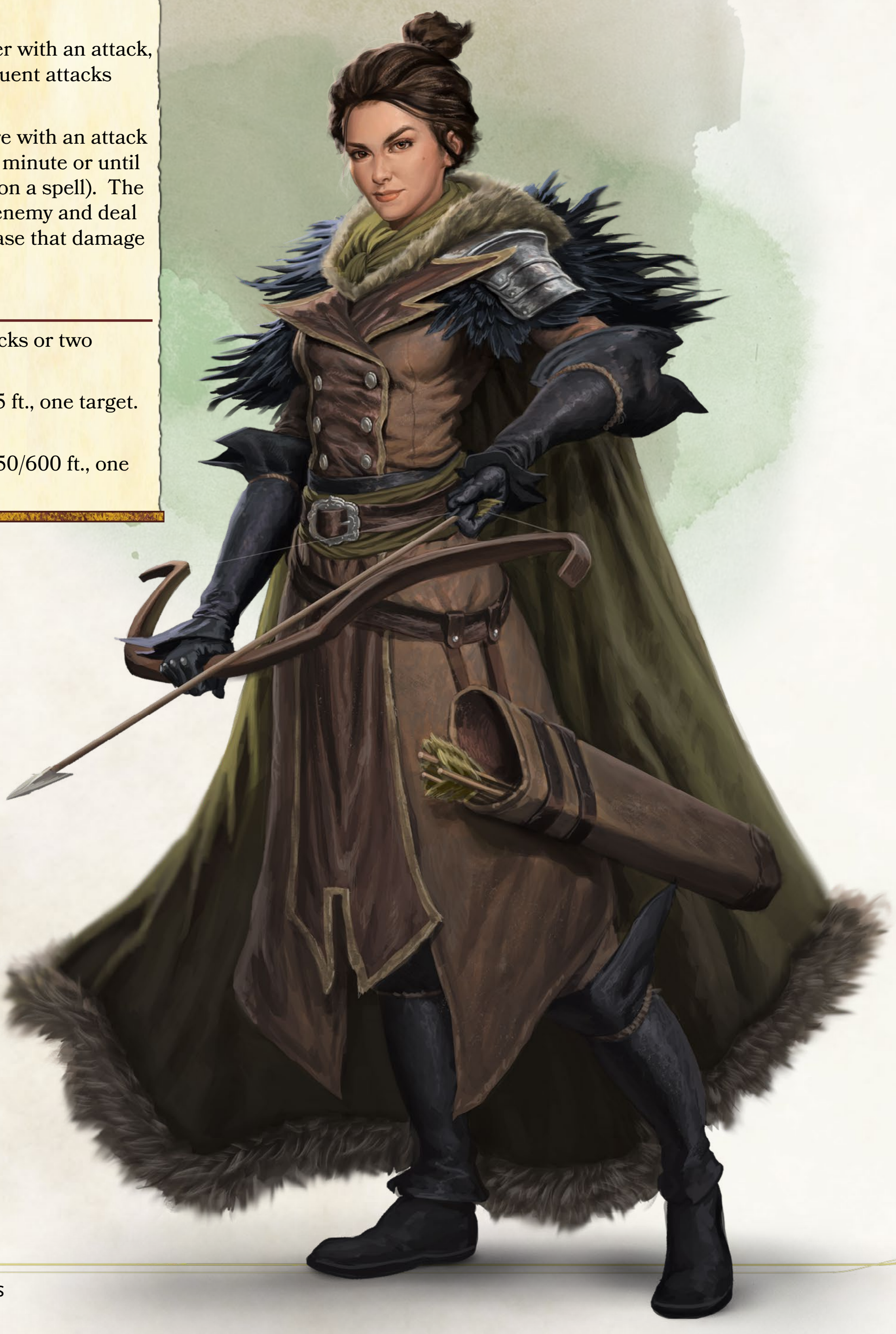
Spellcasting. The ranger casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

2/day each: *cure wounds, ensnaring strike, spike growth*
1/day each: *conjure barrage, freedom of movement, lightning arrow*

Legendary Actions

The ranger can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ranger regains spent legendary actions at the start of its turn.

Detect. The ranger makes a Wisdom (Perception) check.
Move. The ranger moves up to half its speed without provoking opportunity attacks.
Attack. The ranger makes a melee or ranged weapon attack.
Cast a Spell (Costs 2 Actions). The ranger uses Spellcasting.



SACRED FIST

Medium Humanoid (any race), any alignment

Armor Class 17
Hit Points 117 (18d8 + 36)
Speed 55 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	11 (+0)	17 (+3)	10 (+0)

Saving Throws Str +4, Dex +7, Wis +6
Skills Acrobatics +7, Insight +6, Perception +6, Religion +6
Senses passive Perception 16
Languages any one language (usually Common)
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Unarmored Defense. While the sacred fist is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The sacred fist makes three Unarmed Strike or three Dart attacks. Or it can make one Unarmed Strike and cast one spell that takes 1 action to cast.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage + 4 (1d8) radiant, fire, or necrotic damage (if Sacred Flames is active). If the target is a creature, the sacred fist can choose one of the following additional effects:

- The target must succeed on a DC 14 Strength saving throw or drop one item it is holding (sacred fist's choice).
- The target must succeed on a DC 14 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 14 Constitution saving throw or be stunned until the end of the sacred fist's next turn.

Dart. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 4) piercing damage.

Spellcasting. The sacred fist casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *guidance, light, sacred flame* (2d8), *thaumaturgy*
2/day each: *bless, cure wounds, spirit guardians*
1/day each: *banishment, dispel magic, spirit shroud*

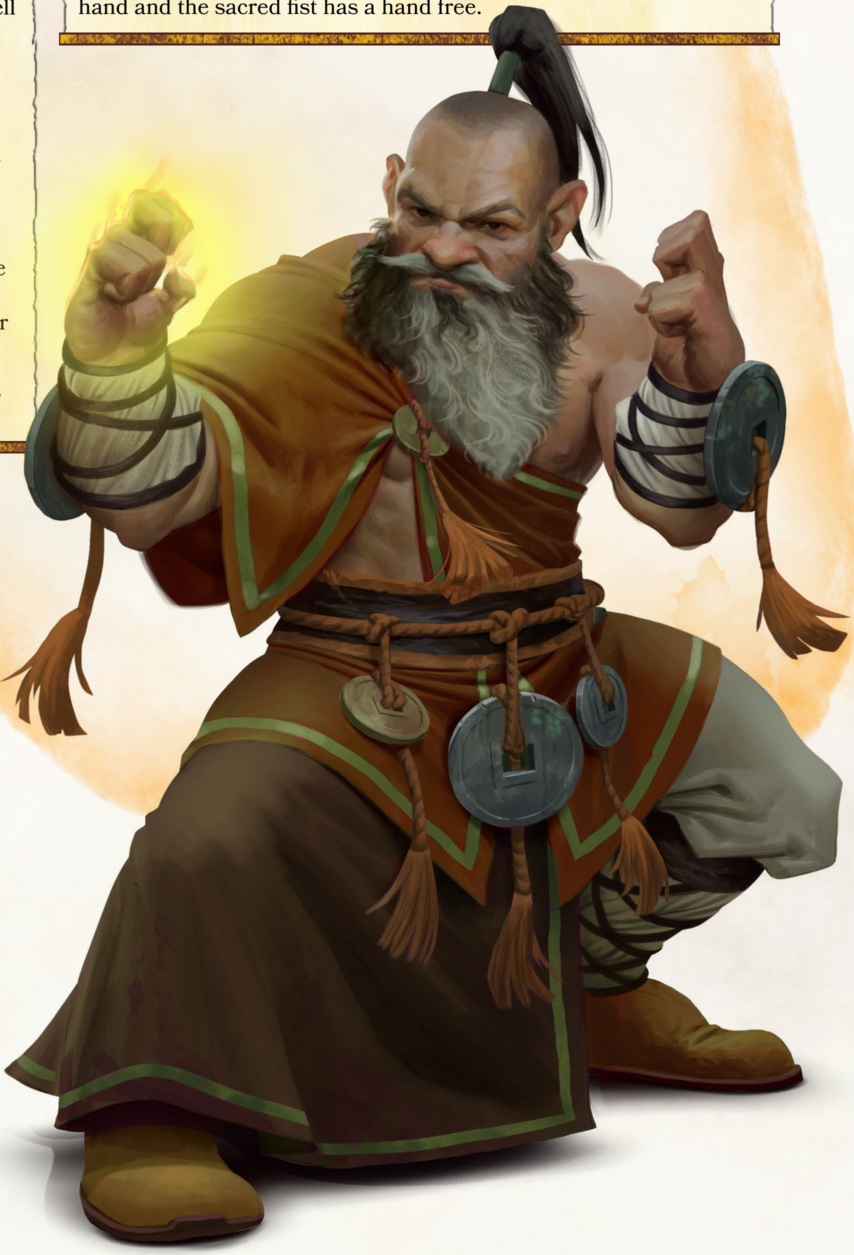
BONUS ACTIONS

Inner Armor (1/Day). The sacred fist invokes its inner tranquility, gaining advantage on all Saving Throws. The effect lasts for 1 minute.

Sacred Flames (3/Day). The sacred fist causes its hands and feet to be wreathed in divine energy. Each hit of its unarmed strikes deal an extra 4 (1d8) radiant (good), fire (any), or necrotic (evil) damage. The effect lasts for 1 minute.

REACTIONS

Deflect Missile. In response to being hit by a ranged weapon attack, the sacred fist deflects the missile. The damage it takes from the attack is reduced by 16 (1d10 + 11). If the damage is reduced to 0, the sacred fist catches the missile if it's small enough to hold in one hand and the sacred fist has a hand free.



Templar

Medium Humanoid (any race), any lawful alignment

Armor Class 16 (chain mail)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	15 (+2)	11 (+0)

Saving Throws Con +4, Wis +4
Skills Athletics +5, Perception +4, Religion +2
Senses passive Perception 14
Languages any two languages
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Battle Concentration. The templar has advantage on Constitution saving throws that it makes to maintain concentration on a spell when it takes damage.

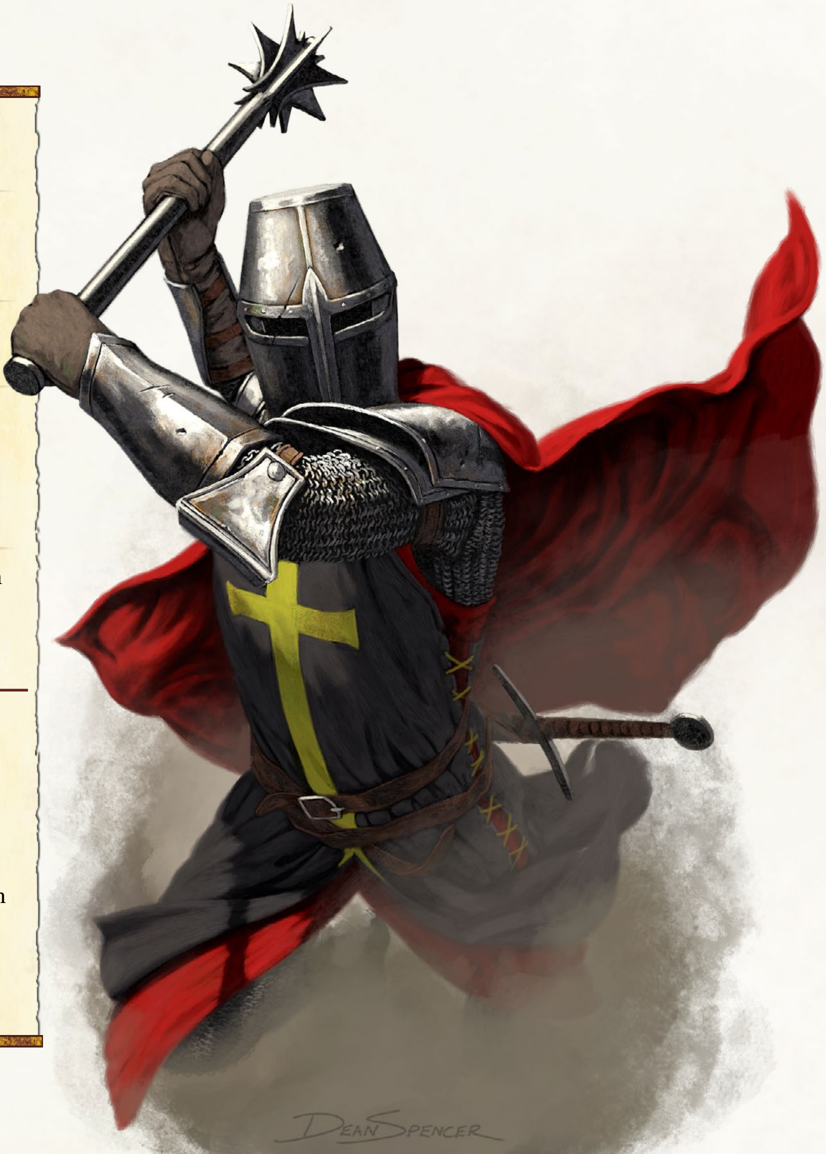
Actions

Multiattack. The templar makes two melee attacks, or makes one melee attack and casts one spell that takes 1 action to cast.

Heavy Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) bludgeoning damage or 8 (1d10 + 3) bludgeoning damage if used with two hands.

Spellcasting. The templar casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At will: *light, sacred flame* (2d8), *word of radiance* (2d6)
1/day each: *blindness/deafness, crusader's mantle, guiding bolt, healing word, revivify, spirit guardians*



Templar, Grand

Medium Humanoid (any race), any lawful alignment

Armor Class 18 (plate)
Hit Points 135 (18d8 + 54)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	12 (+1)	17 (+3)	13 (+1)

Saving Throws Con +8, Wis +8
Skills Athletics +8, Intimidation +6, Perception +8, Religion +6
Damage Resistance nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)
Senses passive Perception 18
Languages any two languages
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Battle Concentration. The grand templar has advantage on Constitution saving throws that it makes to maintain concentration on a spell when it takes damage.

Legendary Resistance (3/Day). If the grand templar fails a saving throw, it can choose to succeed instead.

Spell Penetration. When the grand templar casts a spell and is interrupted by an enemy's counterspell, treat the spell's level as 3 levels higher.

Actions

Multiattack. The grand templar makes two melee attacks, or makes one melee attack and casts one spell that takes 1 action to cast.

Heavy Mace. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) bludgeoning damage or 8 (1d10 + 3) bludgeoning damage if used with two hands, plus 4 (1d8) radiant (good) or 4 (1d8) necrotic (evil) damage.

Spellcasting. The grand templar casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

At will: *light, mending, sacred flame* (3d8), *toll the dead* (3d8 or 3d12), *word of radiance* (3d6)
2/day each: *blindness/deafness guiding bolt, healing word* (as a 4th-level spell)
1/day each: *dispel magic, flame strike, heal, hold monster, stoneskin**
*The grand templar casts this spell on itself before combat.

Legendary Actions

The grand templar can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The grand templar regains spent legendary actions at the start of its turn.

Move. The grand templar moves up to half its speed.
Attack. The grand templar makes a melee weapon attack.
Cantrip. The grand templar casts *sacred flame*, *toll the dead*, or *word of radiance*.
Cast a Spell (Costs 2 Actions). The grand templar uses Spellcasting.

THUG CAPTAIN

Medium Humanoid (any race), any non-good alignment

Armor Class 14 (chain shirt)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	12 (+1)

Saving Throws Str +5, Con +4
Skills Intimidation +3
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 2 (450 XP) **Proficiency Bonus** +2

Pack Tactics. The thug captain has advantage on an attack roll against a creature if at least one of the thug captain's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The thug captain uses Maneuver Allies, if available. It then makes two melee attacks.

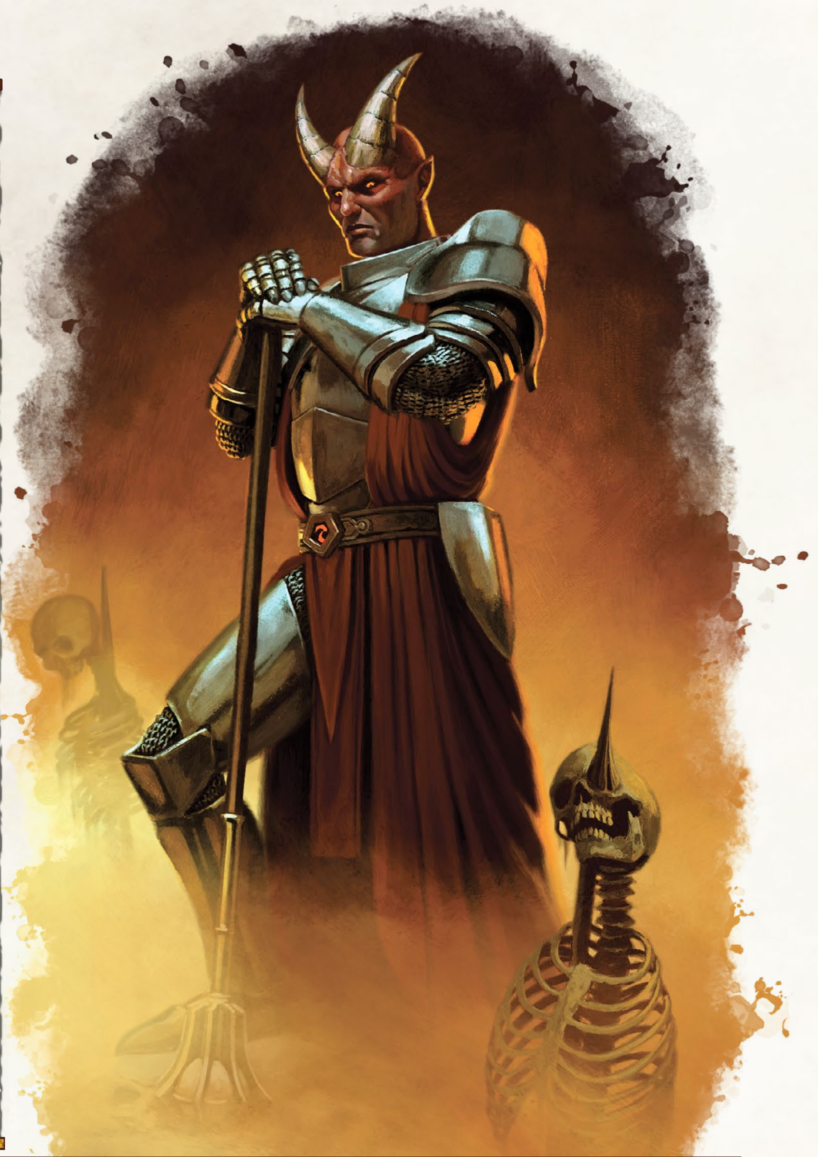
Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit*: 6 (1d6 + 3) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Maneuver Allies (Recharge 5–6). Up to three allies within 60 feet of this thug captain that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

BONUS ACTIONS

Battle Command. The thug captain targets one ally it can see within 30 feet of it. If the target can see or hear the thug captain, the target can use its reaction to make one melee attack or to take the Dodge or Hide action.



THUG GANG BOSS

Medium Humanoid (any race), any non-good alignment

Armor Class 18 (plate)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	12 (+1)	12 (+1)	14 (+2)

Saving Throws Str +7, Con +5
Skills Insight +4, Intimidation +5, Perception +4
Senses passive Perception 14
Languages any two languages (usually Common)
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Legendary Resistance (1/Day). If the thug gang boss a saving throw, it can choose to succeed instead.

Pack Tactics. The thug gang boss has advantage on an attack roll against a creature if at least one of the thug gang boss's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The thug gang boss uses Maneuver Allies, if available. It then makes two melee attacks.

Great Mace. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit*: 11 (2d6 + 4) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Maneuver Allies (Recharge 5–6). Up to four allies within 60 feet of this thug gang boss that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

BONUS ACTIONS

Battle Command. The thug gang boss one ally it can see within 30 feet of it. If the target can see or hear the thug gang boss, the target can use its reaction to make one melee attack or to take the Dodge or Hide action.

REACTIONS

Redirect Attack. When a creature the thug gang boss can see targets it with an attack, the thug gang boss chooses an ally within 5 feet of it. The thug gang boss swaps places with the chosen ally, and the chosen ally becomes the target instead.

LEGENDARY ACTIONS

The thug gang boss can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The thug gang boss regains spent legendary actions at the start of its turn.

Move. The thug gang boss moves up to half its speed without provoking opportunity attacks.

Cheap Shot. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* The target must succeed on a DC 15 Constitution saving throw or be stunned until the end of its next turn.

Attack (Costs 2 Actions). The thug gang boss makes a melee or ranged weapon attack.

Warlock of the Fiend, Legendary

Medium Humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 110 (17d8 + 34)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	20 (+5)

Saving Throws Wis +6, Cha +10
Skills Arcana +6, Deception +10, Perception +6, Religion +6
Damage Resistance bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Senses darkvision 60 ft., passive Perception 16
Languages any two languages (usually Abyssal or Infernal)
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Legendary Resistance (3/Day). If the warlock fails a saving throw, it can choose to succeed instead.

Spell Penetration. When the warlock casts a spell and is interrupted by an enemy's counterspell, treat the spell's level as 3 levels higher.

Superior Focus. The warlock has advantage on saving throws it makes to maintain its concentration.

Dark One's Own Luck (Recharges after a Short or Long Rest). When the warlock makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

Actions

Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if wielded with two hands, plus 9 (2d8) fire damage.

Spellcasting. The warlock casts one of the following spells using Charisma as the spellcasting ability (spell save DC 18, +10 to hit with spell attacks):

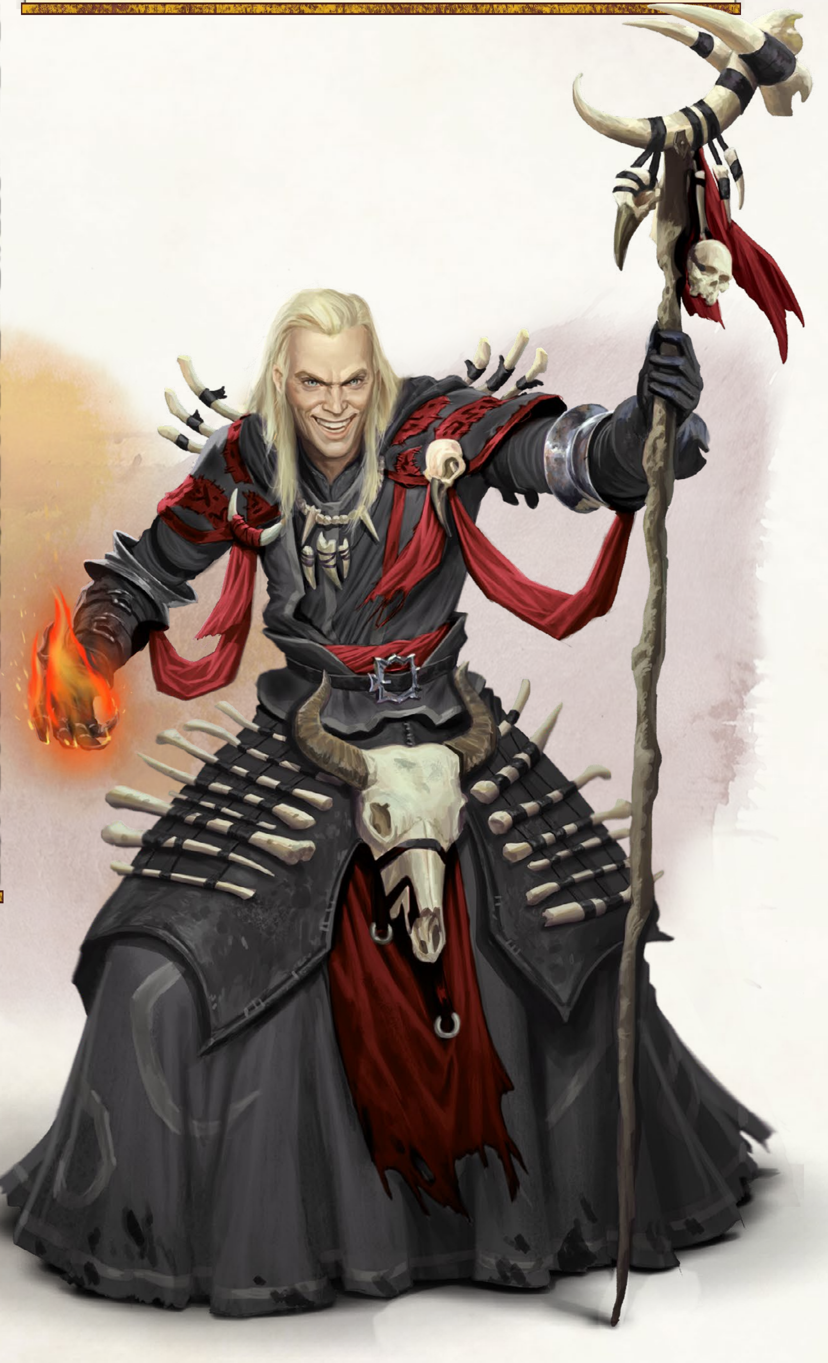
At will: *eldritch blast* (4 beams, 1d10 + 5), *freedom of movement, levitate* (self only), *mage armor* (self only), *fire bolt* (4d10), *mage hand, minor illusion, prestidigitation*
4/day (as 5th-level spells): *banishment, counterspell, dispel magic, fireball, fly, stinking cloud, summon greater demon, wall of fire*
1/day each: *circle of death, power word pain, plane shift*

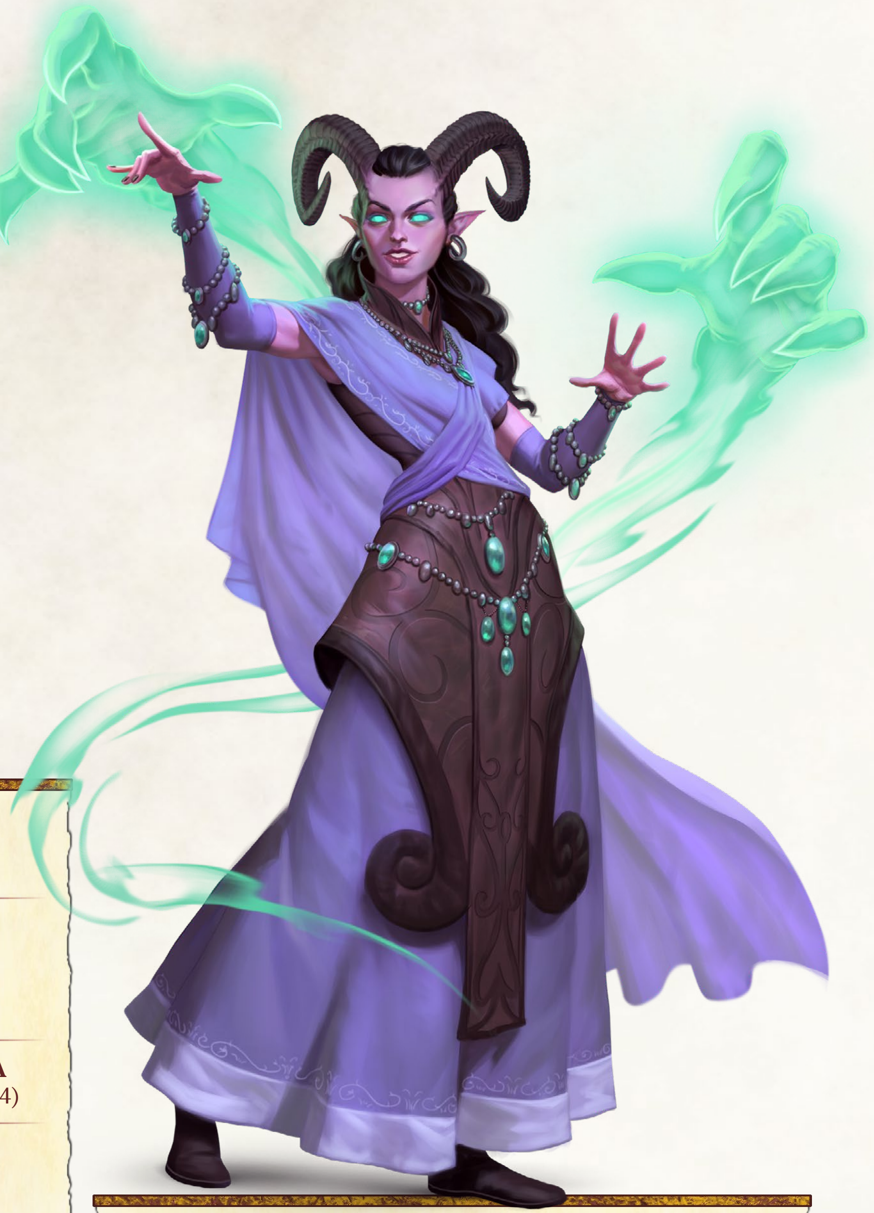
Summon Fiend (1/Day). The warlock summons a barbed devil, barlgura, or mezzoloth. A summoned fiend appears in an unoccupied space within 60 feet of the warlock and acts as an ally of the warlock. It remains for an hour, until it or the warlock dies, or until its summoner dismisses it as an action.

Legendary Actions

The warlock can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The warlock regains spent legendary actions at the start of its turn.

Move. The warlock moves up to half its speed without provoking opportunity attacks.
Quarterstaff. The warlock attacks with its Quarterstaff.
Diabolical Presence. The warlock targets one creature it can see within 60 feet of it. If the target can see and hear the warlock, it must succeed on a DC 18 Wisdom saving throw or become charmed or frightened (warlock's choice) for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to warlock's Diabolical Presence for the next 24 hours.
Eldritch Blast (Costs 2 Actions). The warlock casts *eldritch blast*.





WARLOCK OF THE GREAT OLD ONE, LEGENDARY

Medium Humanoid (any race), any alignment
Armor Class 12 (15 with *mage armor*)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Wis +6, Cha +9
Skills Arcana +6, Religion +6
Damage Resistance psychic
Senses darkvision 60 ft., passive Perception 11
Languages any two languages, telepathy 30 ft.
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Legendary Resistance (3/Day). If the warlock fails a saving throw, it can choose to succeed instead.

Spell Penetration. When the warlock casts a spell and is interrupted by an enemy's counterspell, treat the spell's level as 3 levels higher.

Superior Focus. The warlock has advantage on saving throws it makes to maintain its concentration.

Whispering Aura. At the start of each of the warlock's turns, each creature of its choice within 5 feet of it must succeed on a DC 17 Wisdom saving throw or take 10 (3d6) psychic damage, provided that the warlock isn't incapacitated.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 7 (2d6) psychic damage.

Howling Void. The warlock opens a momentary extraplanar rift within 60 feet of it. The rift is a scream-filled, 20-foot cube. Each creature in that area must make a DC 17 Wisdom saving throw. On a failed save, a creature takes 13 (3d8) psychic damage and is frightened of the warlock until the end of the warlock's next turn. On a successful save, a creature takes half as much damage and isn't frightened.

Spellcasting. The warlock casts one of the following spells using Charisma as the spellcasting ability (spell save DC 17, +9 to hit with spell attacks):

At will: *chill touch* (3d8), *eldritch blast* (3 beams, 1d10 + 4), *guidance, levitate, mage hand, minor illusion, prestidigitation, speak with the dead*
3/day (as 5th-level spells): *contact other plane, detect thoughts, dimension door, Evard's black tentacles, synaptic static, telekinesis*
1/day each: *arcane gate, maddening darkness, power word pain*

LEGENDARY ACTIONS

The warlock can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The warlock regains spent legendary actions at the start of its turn.

Move. The warlock moves up to half its speed without provoking opportunity attacks.
Dagger. The warlock attacks with its Dagger.
Eldritch Blast (Costs 2 Actions). The warlock casts *eldritch blast*.
Mouth of Madness (Costs 1-3 Actions). The warlock utters an unworldly phrase and targets up to 3 creatures it can see within 30 feet of it. If the target can see and hear the warlock, it must succeed on a DC 17 Wisdom saving throw. On a failed save, the target must use its reaction to move up to half its speed toward a creature of the warlock's choice that it can see and make one melee weapon attack against it, if it is within range.
It costs 1 legendary action per target.

WARLOCK OF THE UNDEAD

Medium Humanoid (any race), any alignment

Armor Class 14 (studded leather)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Wis +4, Cha +7
Skills Arcana +4, Religion +4
Damage Resistance necrotic
Damage Immunities necrotic (while Form of Dread is active)
Condition Immunities frightened (while Form of Dread is active)
Senses darkvision 60 ft., passive Perception 11
Languages any two languages (usually Abyssal or Infernal)
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if wielded with two hands, plus 9 (2d8) necrotic damage.

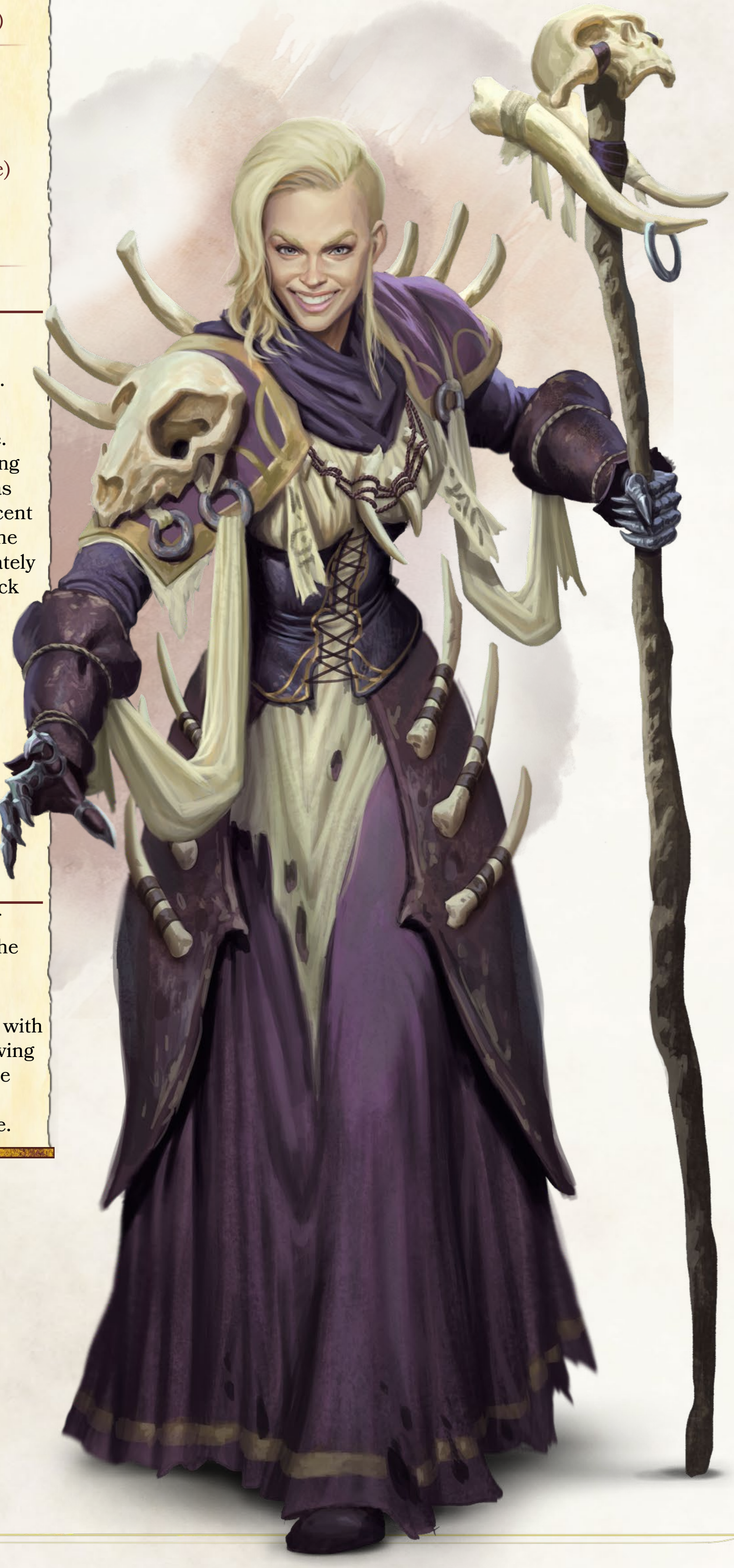
Entropic Rift (Recharge 5–6). The warlock opens a momentary Abyssal rift within 60 feet of it. The rift is a 20-foot-radius sphere. Each creature in that area must make a DC 15 Constitution saving throw, taking 13 (3d8) necrotic damage on a failed save, or half as much damage on a successful one. In addition, there is a 50 percent chance that 1d4 shadows then appear in unoccupied spaces in the sphere. They act as the warlock's allies, take their turns immediately after the warlock. They remain until destroyed or until the warlock dismisses them as an action.

Spellcasting. The warlock casts one of the following spells using Charisma as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):
At will: *eldritch blast* (3 beams, 1d10 + 4), *disguise self, infestation* (3d6), *levitate* (self only), *mage hand, poison spray* (3d12), *silent image*
3/day (as 5th-level spells): *animate dead, antilife shell, blight, blindness/deafness, cloudkill, greater invisibility*
1/day each: *circle of death, finger of death*

BONUS ACTIONS

Form of Dread (3/Day). The warlock transforms into its Form of Dread which lasts for 1 minute. Until the Form of Dread ends, the warlock gains the following benefits:

- It gains 20 temporary hit points.
- Once during each of its turns, when the warlock hits a creature with an attack, the warlock can force it to make a DC 15 Wisdom saving throw, and if the saving throw fails, the target is frightened of the warlock until the end of the warlock's next turn.
- It is immune to the frightened condition and to necrotic damage.



APPENDIX B: CREATURES BY TYPE

ABERRATIONS	CR
Gorbel	1
Illithidragon wyrmling	3
Juvenile illithidragon	6
Young illithidragon	9
Eye of Gulguthra	11
Deepspawn, young adult illithidragon	12
Adult illithidragon	16
Deepspawn tyrant	20

CELESTIALS	CR
Lantern archon, bariaur	1
Bariaur hunter, musteval	2
Hound archon, bariaur shaman, cervidal, pegataur	3
Bariaur priest of ehlonna, equinal, pegataur skirmisher	4
Avoral, pegataur captain, sarimanok	5
Justice archon, lupinal, ki-rin foal, pegataur mage	6
Pegataur druid	7
Warden archon, ursinal, pegataur knight	8
Owl archon, leonal	9
Sarimanok, greater	10
Sword archon	11
Trumpet archon	12
Throne archon	15

CONSTRUCTS	CR
Wood golem	7
Ice golem	8
Clockwork golem	11
Spiderstone golem	13
Clockwork beholder	14
Demonflesh golem	17
Mithral golem	19
Adamantine golem	22

DRAGONS	CR
Brown dragon wyrmling, gray dragon wyrmling, purple dragon wyrmling	2
Dracotaur, elder white guard drake	3
Dracotaur archer, dracotaur berserker, juvenile gray dragon, elder black guard drake, elder green guard drake	4
Dracotaur shaman, juvenile brown dragon, juvenile purple dragon, elder blue guard drake	5
Dracotaur priest of Tiamat, elder red guard drake	6
Dracotaur war mage, young brown dragon, young gray dragon	7
Young purple dragon, two-headed young black dragon	8
Dracotaur chieftain	9
Dracotaur champion of Tiamat, young adult brown dragon, young adult gray dragon	10
Young adult purple dragon	11
Three-headed young red dragon	12
Favored young dragon of Tiamat	13
Adult brown dragon, adult gray dragon	14
Adult purple dragon, two-headed adult black dragon	15
Old gray dragon	17
Old brown dragon	18
Old purple dragon, three-headed adult red dragon	19
Ancient gray dragon, favored adult dragon of Tiamat	20
Ancient brown dragon	21
Ancient purple dragon, two-headed ancient black dragon	22
Three-headed ancient red dragon	26

ELEMENTALS	CR
Ice paraelemental, magma paraelemental, ooze paraelemental, smoke paraelemental	5

FEY	CR
Green duwende	1/4
Dark duwende, gray duwende	1/2
Hybsil	1
Barrow hag, kapre, tikbalang	3
Autumn eladrin, young, korred, young, spring eladrin, young, summer eladrin, young, winter eladrin, young	4
Kapre elder	7
Korred druid	8
Korred elder	9
Barrow hag, elder	11
Anito	13
Maligno	15
Autumn eladrin, elder, spring eladrin, elder, summer eladrin, elder, winter eladrin, elder	16
Diwata	17

FIENDS	CR
Eyewing	2
Hell Hound Archon	4
Hellfire Wyrmling, Nabassu Whelp	5
Injustice Archon, Mavawhan	7
Cambion Gladiator, Juvenile Hellfire Wyrm	8
Ravager Archon	9
Maurezhi Lord, Young Hellfire Wyrm	11
Hellblade Archon	12
Harbinger Archon	13
Young Adult Hellfire Wyrm	14
Tyrant Archon	16
Demonflesh Golem	17
Adult Hellfire Wyrm	18
Hierophant of Annihilation	19

GIANTS	CR
Hill giant skirmisher	6
Bungisngis, hill giant siege hulk, hill giant warlock of Ogrémoch	7
Hill giant boss, hill giant gladiator, stone giant earthsinger	8
Frost giant mauler, stone giant warlock of Ogrémoch	9
Fire giant artillerist, frost giant shaman of Auril, hill giant warlord	10
Bungisngis shaman, fire giant chain brute, fire giant warlock of imix, frost giant mammoth rider, frost giant warlock of Kostchtchie	11
Fire giant war mage, frost giant wolflord, stone giant champion of Ogrémoch	12
Frost giant warlord	13
Cloud giant divine trickster, fire giant juggernaut	14
Fire giant blackguard of Surtur	15
Storm giant king	20

Humanoids	CR
Bullywug skirmisher	1/2
Buso, bullywug priest, malenti	1
Bugbear hunter, bugbear witch doctor, bullywug shaman, gatorfolk, gnoll cutthroat, goblin artificer, kobold dragonsinger, tigbanua, tiktik	2
Bugbear warlock, bullywug boss, bullywug warlock, gatorfolk witch doctor, gnoll priest of Refnara, gnoll warlock of Yeenoghu, goblin ganglord, goblin watcher of Maglubiyet, hobgoblin warlock of the legion, kobold conqueror of Dakarnok, kobold trapmaster of Gaknulak, kuo-toa lash, kuo-toa mad one, manananggal, orog sergeant, sahuagin shaman, urd batlord of Kuraulyek, urd warlock of the fiend	3
Bugbear blood ghost berserker, bugbear boss, bullywug maw of Ramenos, gatorfolk shaman, gnoll war priest of Yeenoghu, goblin instructor of Khurgorbaeyag, goblin peacemaker of Bargrivyek, hobgoblin war chanter, kobold war leader of Kurtulmak, kubot, orc bloodrager	4
Bugbear dark claw of Skiggaret, bugbear dread eye of Grankhul, bullywug swarm leader, gatorfolk claw of Sess'innek, gnoll nimrod of Gorellik, gnoll witherlock, goblin battle lord of Maglubiyet, hobgoblin elite captain, hobgoblin Warlord of nomog-geaya, kuo-toa eye of Blipdoolpoolp, orc boss, orc fist of Bahgtru, orog hag of Luthic	5
Bugbear beastlord, gatorfolk chieftain, gnoll war leader of Yeenoghu, halimaw, hobgoblin iron shadow assassin, orog battle priestess of Luthic, sahuagin shark of Sekolah	6
Orog warlord of Luthic	7
Hobgoblin annihilator, kuo-toa priest-king, sahuagin duke	8
Hobgoblin iron shadow master, hobgoblin wyrmlord of Tiamat, kuo-toa leviathan	9

Monstrosities	CR
Shocker lizard hatchling	1/4
Shocker lizard	1
Bright naga, shocker lizard, giant	3
Aurumvorax, thessaltrice	4
Lammasu, opinicus, luposphinx	5
Dark naga, shocker lizard, monstrous, canisphinx	6
Aurumvorax, elder, drider dark sniper, iridescent naga, shedu, taurusphinx	7
Drider war mage, threskisphinx, thessalmera	8
Drider spiderlord, lammasu, greater, eldritch naga, crocosphinx, thessalgorgon	9
Opinicus, greater	10
Aurumvorax, giant, shedu, greater	11
Dracosphinx, thessalhydra	12
Golden protector	14
Shedu enlightened one	16
Nagahydra	17
Ha-naga	23

NPCs	CR
Thug captain	2
Templar	4
Bandit lord, cult leader	5
Knight, legendary, thug gang boss	6
Bladesinger, warlock of the undead	7
Bard, legendary, druid, legendary, priest, legendary, ranger, legendary, sacred fist	8
Barbarian, legendary, eldritch assassin, mage, legendary, monk, legendary	9
Gladiator, legendary	11
Assassin, legendary, champion, legendary, necromancer, legendary	12
Templar, grand, warlock of the great old one, legendary	13
Warlock of the fiend, legendary	14
High priest, legendary	15
Archdruid, legendary, archmage, legendary, blackguard, legendary	16

Plants	CR
Wortling	1
Obliviax	2
Wolf-in-sheep's-clothing	3
Doom blossom	4
Hangman tree	5
Tendriculos	6
Noran	7
Orcwort	11
Corpse flower, monstrous	12
Dragonroot tree	13

Undead	CR
Gnoll witherling, greater	1
Ogre revenant	3
Manticore revenant	4
Druj claw, vampire spawn glamour bard, vampire spawn monk, wyvern revenant, young white spectral dragon	7
Druj eye	8
Vampire spawn commander, wraith shadow priest	9
Druj head, frost giant revenant, nosferatu alpha, treant revenant, vampire spawn warlock of the fiend	10
Vampire spawn priest of death, wraith necromancer	11
Nosferatu master, wraith archmage	14
Adult green spectral dragon	15

APPENDIX C: CREATURES BY ENVIRONMENT

ARCTIC

Arctic	CR
Kobold dragonsinger	2
Elder white guard drake, kobold conqueror of Dakarnok, kobold trapmaster of Gaknulak, ogre revenant, orog sergeant, urd batlord of Kuraulyek, urd warlock of the fiend	3
Kobold war leader of Kurtulmak, manticore revenant, orc bloodrager	4
Bandit lord, ice paraelemental, orc boss, orc fist of Bahgtru, orog hag of Luthic	5
Orog battle priestess of Luthic	6
Mavawhan, orog warlord of Luthic, young white spectral dragon	7
Legendary druid, ice golem, legendary ranger	8
Legendary barbarian, frost giant mauler	9
Frost giant revenant, frost giant shaman of Auril	10
Frost giant mammoth rider, frost giant warlock of Kostchtchie	11
Frost giant wolflord	12
Frost giant warlord	13
Legendary archdruid, legendary blackguard	16

BADLANDS

Badlands	CR
Gnoll greater witherling	1
Gnoll cutthroat, gray dragon wyrmling, kobold dragonsinger	2
Bright naga, dracotaur, gnoll priest of Refnara, gnoll warlock of Yeenoghu, hobgoblin warlock of the legion, kobold conqueror of Dakarnok, kobold trapmaster of Gaknulak, ogre revenant, orog sergeant, urd batlord of Kuraulyek, urd warlock of the fiend	3
Aurumvorax, dracotaur archer, dracotaur berserker, gnoll war priest of Yeenoghu, hobgoblin war chanter, juvenile gray dragon, kobold war leader of Kurtulmak, korred, young, manticore revenant, orc bloodrager	4
Bandit lord, dracotaur shaman, gnoll nimrod of Gorellik, gnoll witherlock, hobgoblin elite captain, hobgoblin warlord of Nomog-geaya, lammasu, luposphinx, opinicus, orc boss, orc fist of Bahgtru, orog hag of Luthic	5
Canisphinx, dark naga, dracotaur priest of Tiamat, elder red guard drake, gnoll war leader of Yeenoghu, hill giant skirmisher, hobgoblin iron shadow assassin, orog battle priestess of Luthic	6
Elder aurumvorax, dracotaur war mage, hill giant siege hulk, hill giant warlock of Ogrémoch, orog warlord of Luthic, shedu, taurusphinx, wyvern revenant, young gray dragon	7
Hill giant boss, hill giant gladiator, hobgoblin annihilator, korred druid, stone giant earthsinger, thessalmera, threskisphinx	8
Crocosphinx, dracotaur chieftain, eldritch naga, hobgoblin iron shadow master, hobgoblin wyrmlord of Tiamat, korred elder, greater lammasu, stone giant warlock of Ogrémoch	9
Dracotaur champion of Tiamat, fire giant artillerist, hill giant warlord, greater opinicus, young adult gray dragon	10
Giant aurumvorax, fire giant chain brute, fire giant warlock of Imix, greater shedu	11
Dracosphinx, fire giant war mage, stone giant champion of Ogrémoch, three-headed young red dragon	12
Adult gray dragon, fire giant juggernaut, golden protector	14
Fire giant blackguard of Surtur	15
Legendary blackguard, shedu enlightened one	16
Old gray dragon	17
Three-headed adult red dragon	19
Ancient gray dragon	20
Three-headed ancient red dragon	26

Coastal	CR
Shocker lizard hatchling	1/4
Malenti, shocker lizard	1
Brown dragon wyrmling, gatorfolk, kobold dragonsinger	2
Gatorfolk witch doctor, kobold conqueror of Dakarnok, kobold trapmaster of Gaknulak, ogre revenant, sahuagin shaman, giant shocker lizard, urd batlord of Kuraulyek, urd warlock of the fiend	3
Gatorfolk shaman, kobold war leader of Kurtulmak, manticore revenant	4
Bandit lord, elder blue guard drake, gatorfolk claw of Sess'innek, juvenile brown dragon	5
Gatorfolk chieftain, sahuagin shark of Sekolah, monstrous shocker lizard	6
Young brown dragon	7
Legendary druid, legendary ranger, sahuagin duke, threskisphinx	8
Legendary barbarian, crocosphinx	9
Young adult brown dragon	10
Adult brown dragon	14
Legendary archdruid, legendary blackguard	16
Old brown dragon	18
Storm giant king	20
Ancient brown dragon	21

Desert	CR
Shocker lizard hatchling	1/4
Gnoll greater witherling, shocker lizard	1
Brown dragon wyrmling, gnoll cutthroat	2
Bright naga, dracotaur, gnoll priest of Refnara, gnoll warlock of Yeenoghu, hobgoblin warlock of the legion, giant shocker lizard	3
Dracotaur archer, dracotaur berserker, gnoll war priest of Yeenoghu, hobgoblin war chanter	4
Dracotaur shaman, elder blue guard drake, gnoll nimrod of Gorellik, gnoll witherlock, juvenile brown dragon, hobgoblin elite captain, hobgoblin warlord of Nomog-geaya, lammasu, luposphinx, opinicus	5
Canisphinx, dracotaur priest of Tiamat, gnoll war leader of Yeenoghu, hobgoblin iron shadow assassin, monstrous shocker lizard	6
Dracotaur war mage, shedu, taurusphinx, young brown dragon	7
Hobgoblin annihilator, legendary ranger, threskisphinx	8
Legendary barbarian, crocosphinx, dracotaur chieftain, hobgoblin iron shadow master, hobgoblin wyrmlord of Tiamat, greater lammasu	9
Dracotaur champion of Tiamat, greater opinicus, young adult brown dragon	10
Shedu, greater	11
Dracosphinx	12
Adult brown dragon, golden protector	14
Shedu enlightened one	16
Old brown dragon	18
Ancient brown dragon	21

Feywild	CR
Green duwende	1/4
Dark duwende, gray duwende	1/2
Hybsil, wortling	1
Obliviax	2
Barrow hag, kapre, tikbalang, wolf-in-sheep's-clothing	3
Young autumn eladrin, doom blossom, young spring eladrin, young summer eladrin, young winter eladrin	4
Hangman tree, sarimanok	5
Tendriculos	6
Bungisngis, kapre, elder, noran	7
Legendary druid	8
Sarimanok, greater	10
Barrow hag, elder, bungisngis shaman, orcwort	11
Corpse flower, monstrous	12
Anito, dragonroot tree	13
Maligno	15
Legendary archdruid, elder autumn eladrin, elder spring eladrin, elder summer eladrin, elder winter eladrin	16
Diwata	17

FOREST

	CR
Green duwende, shocker lizard hatchling	1/4
Dark duwende, gray duwende	1/2
Buso, gnoll greater witherling, gorbel, hybsil, shocker lizard, wortling	1
Bugbear hunter, bugbear witch doctor, gnoll cutthroat, goblin artificer, kobold dragonsinger, obliviax, tigbanua, tiktik	2
Barrow hag, bugbear warlock, gnoll priest of Refnara, gnoll warlock of Yeenoghu, goblin ganglord, goblin watcher of Maglubiyet, hobgoblin warlock of the legion, kapre, kobold conqueror of Dakarnok, kobold trapmaster of Gaknulak, manananggal, ogre revenant, orog sergeant, giant shocker lizard, tikbalang, urd batlord of Kuraulyek, urd warlock of the fiend, wolf-in-sheep's-clothing	3
Young autumn eladrin, bugbear blood ghost berserker, bugbear boss, doom blossom, elder green guard drake, gnoll war priest of Yeenoghu, goblin instructor of Khurgorbaeyag, goblin peacemaker of Bargrivyek, hobgoblin war chanter, kobold war leader of Kurtulmak, kubot, manticore revenant, orc bloodrager, young spring eladrin, young summer eladrin, young winter eladrin	4
Bandit lord, bugbear dark claw of Skiggaret, bugbear dread eye of Grankhul, gnoll nimrod of Gorellik, gnoll witherlock, goblin battle lord of Maglubiyet, hangman tree, hobgoblin elite captain, hobgoblin warlord of Nomog-geaya, luposphinx, orc boss, orc fist of Bahgtru, orog hag of Luthic	5
Bugbear beastlord, dark naga, gnoll war leader of Yeenoghu, halimaw, hobgoblin iron shadow assassin, orog battle priestess of Luthic, monstrous shocker lizard, tendriculos	6
Bladesinger, bungisngis, iridescent naga, kapre elder, noran, orog warlord of Luthic, wood golem	7
Legendary druid, hobgoblin annihilator, legendary ranger	8
Legendary barbarian, hobgoblin iron shadow master, hobgoblin wyrmlord of Tiamat, thessalgorgon	9
Treant revenant	10
Barrow hag, elder, bungisngis shaman, orcwort	11
Corpse flower, monstrous	12
Anito, dragonroot tree	13
Adult green spectral dragon, maligno	15
Legendary archdruid, legendary blackguard, elder autumn eladrin, elder spring eladrin, elder summer eladrin, elder winter eladrin	16
Diwata	17
Nagahydra	18

GRASSLAND

	CR
Green duwende	1/4
Dark duwende, gray duwende	1/2
Bariaur, gnoll greater witherling	1
Bariaur hunter, bugbear hunter, bugbear witch doctor, gnoll cutthroat, goblin artificer, gray dragon wyrmling	2
Bariaur shaman, bugbear warlock, gnoll priest of Refnara, gnoll warlock of Yeenoghu, goblin ganglord, goblin watcher of Maglubiyet, hobgoblin warlock of the legion, ogre revenant, orog sergeant	3
Bariaur priest of Ehlonna, bugbear blood ghost berserker, bugbear boss, gnoll war priest of Yeenoghu, goblin instructor of Khurgorbaeyag, goblin peacemaker of Bargrivyek, hobgoblin war chanter, juvenile gray dragon, manticore revenant, orc bloodrager, thessaltrice	4
Bugbear dark claw of Skiggaret, bugbear dread eye of Grankhul, gnoll nimrod of Gorellik, gnoll witherlock, goblin battle lord of Maglubiyet, hobgoblin elite captain, hobgoblin warlord of Nomog-geaya, lammasu, orc boss, orc fist of Bahgtru, orog hag of Luthic	5
Bugbear beastlord, canisphinx, gnoll war leader of Yeenoghu, hobgoblin iron shadow assassin, orog battle priestess of Luthic	6
Orog warlord of Luthic, taurusphinx, young gray dragon	7
Legendary druid, hobgoblin annihilator, thessalmera	8
Hobgoblin iron shadow master, hobgoblin wyrmlord of Tiamat, greater lammasu, thessalgorgon	9
Young adult gray dragon	10
Adult gray dragon, golden protector	14
Legendary archdruid	16
Old gray dragon	17
Ancient gray dragon	20

Hill

	CR
Green duwende	1/4
Dark duwende, gray duwende	1/2
Gnoll greater witherling	1
Gray dragon wyrmling, goblin artificer, gnoll cutthroat, kobold dragonsinger	2
Barrow hag, goblin ganglord, goblin watcher of Maglubiyet, dracotaur, gnoll priest of Refnara, gnoll warlock of Yeenoghu, hobgoblin warlock of the legion, orog sergeant, kobold conqueror of Dakarnok, kobold trapmaster of Gaknulak, urd batlord of Kuraulyek, urd warlock of the fiend, ogre revenant	3
Juvenile gray dragon, goblin instructor of Khurgorbaeyag, goblin peacemaker of Bargrivyek, korred, young, dracotaur archer, dracotaur berserker, gnoll war priest of Yeenoghu, hobgoblin war chanter, orc bloodrager, kobold war leader of Kurtulmak, manticore revenant	4
Goblin battle lord of Maglubiyet, luposphinx, dracotaur shaman, gnoll nimrod of Gorellik, gnoll witherlock, hobgoblin elite captain, hobgoblin warlord of Nomog-geaya, orc boss, orc fist of Bahgtru, orog hag of Luthic, bandit lord	5
Hill giant skirmisher, elder red guard drake, dracotaur priest of Tiamat, gnoll war leader of Yeenoghu, hobgoblin iron shadow assassin, orog battle priestess of Luthic	6
Hill giant siege hulk, hill giant warlock of Ogrémoch, young gray dragon, wyvern revenant, bungisngis, dracotaur war mage, orog warlord of Luthic	7
Hill giant boss, hill giant gladiator, stone giant earthsinger, korred druid, thessalmera, hobgoblin annihilator, legendary ranger	8
Stone giant warlock of Ogrémoch, korred elder, thessalgorgon, dracotaur chieftain, hobgoblin iron shadow master, hobgoblin wyrmlord of Tiamat, legendary barbarian	9
Hill giant warlord, young adult gray dragon, dracotaur champion of Tiamat	10
Barrow hag, elder, bungisngis shaman	11
Dracosphinx, stone giant champion of Ogrémoch, three-headed young red dragon	12
Adult gray dragon	14
Legendary blackguard	16
Old gray dragon	17
Three-headed adult red dragon	19
Ancient gray dragon	20
Three-headed ancient red dragon	26

Jungle/Tropical

	CR
Shocker lizard hatchling	1/4
Bullywug skirmisher	1/2
Bullywug priest, buso, gnoll greater witherling, gorbel, shocker lizard, wortling	1
Bugbear hunter, bugbear witch doctor, bullywug shaman, gatorfolk, gnoll cutthroat, goblin artificer, kobold dragonsinger, obliviax, tigbanua, tiktik	2
Bright naga, bugbear warlock, bullywug boss, bullywug warlock, dracotaur, gatorfolk witch doctor, gnoll priest of Refnara, gnoll warlock of Yeenoghu, goblin ganglord, goblin watcher of Maglubiyet, kapre, kobold conqueror of Dakarnok, kobold trapmaster of Gaknulak, manananggal, orog sergeant, giant shocker lizard, urd batlord of Kuraulyek, urd warlock of the fiend, wolf-in-sheep's-clothing	3
Bugbear blood ghost berserker, bugbear boss, bullywug maw of Ramenos, doom blossom, elder black guard drake, elder green guard drake, dracotaur archer, dracotaur berserker, gatorfolk shaman, gnoll war priest of Yeenoghu, goblin instructor of Khurgorbaeyag, goblin peacemaker of Bargrivyek, kobold war leader of Kurtulmak, kubot, orc bloodrager, thessaltrice	4
Bugbear dark claw of Skiggaret, bugbear dread eye of Grankhul, bullywug swarm leader, dracotaur shaman, gatorfolk claw of Sess'innek, gnoll nimrod of Gorellik, gnoll witherlock, goblin battle lord of Maglubiyet, hangman tree, lammasu, orc boss, orc fist of Bahgtru, orog hag of Luthic, sarimanok	5
Bugbear beastlord, dracotaur priest of Tiamat, dark naga, gatorfolk chieftain, gnoll war leader of Yeenoghu, halimaw, orog battle priestess of Luthic, monstrous shocker lizard, tendriculos	6
Bungisngis, dracotaur war mage, iridescent naga, kapre elder, noran, orog warlord of Luthic	7
Legendary druid, two-headed young black dragon	8

dracotaur chieftain, eldritch naga, greater lammasu	9
Dracotaur champion of Tiamat, greater sarimanok	10
Bungisngis shaman, orcwort	11
Monstrous corpse flower, thessalhydra	12
Anito, dragonroot tree	13
Golden protector	14
Adult green spectral dragon, maligno, two-headed adult black dragon	15
Legendary archdruid	16
Diwata	17
Nagahydra	18
Two-headed ancient black dragon	22
Ha-naga	23

Mountain

Mountain	CR
Bariaur	1
Bariaur hunter	2
Bariaur shaman, dracotaur, ogre revenant, orog sergeant, pegataur	3
Aurumvorax, bariaur priest of Ehlonna, dracotaur archer, dracotaur berserker, korred, young, manticore revenant, orc bloodrager, pegataur skirmisher	4
Dracotaur shaman, orc boss, orc fist of Bahgtru, orog hag of Luthic, pegataur captain	5
Dracotaur priest of Tiamat, elder red guard drake, orog battle priestess of Luthic, pegataur mage	6
Elder aurumvorax, bungisngis, dracotaur war mage, orog warlord of Luthic, pegataur druid, shedu, wyvern revenant	7
Legendary druid, korred druid, pegataur knight, sacred fist, stone giant earthsinger, thessalmera	8
Dracotaur chieftain, frost giant mauler, korred elder, legendary monk, stone giant warlock of Ogrémoch	9
Dracotaur champion of Tiamat, fire giant artillerist, frost giant revenant, frost giant shaman of auril	10
Giant aurumvorax, bungisngis shaman, fire giant chain brute, fire giant warlock of Imix, frost giant mammoth rider, frost giant warlock of Kostchtchie, greater shedu	11
Dracosphinx, fire giant war mage, frost giant wolflord, stone giant champion of Ogrémoch, three-headed young red dragon	12
Frost giant warlord	13
Cloud giant divine trickster, fire giant juggernaut	14
Fire giant blackguard of Surtur	15
Legendary archdruid, shedu enlightened one	16
Three-headed adult red dragon	19
Ha-naga	23
Three-headed ancient red dragon	26

Outer Planes

Outer Planes	CR
Bariaur, lantern archon	1
Bariaur hunter, eyewing, musteval	2
Bariaur shaman, cervidal, hound archon, illithidragon wyrmling, pegataur	3
Young autumn eladrin, bariaur priest of Ehlonna, equinal, hell hound archon, pegataur skirmisher, young spring eladrin, young summer eladrin, young winter eladrin	4
Avoral, hellfire wyrmling, nabassu whelp, opinicus, pegataur captain, sarimanok	5
Justice archon, ki-rin foal, lupinal, juvenile illithidragon, pegataur mage	6
Injustice archon, mavawhan, pegataur druid, shedu	7
Cambion gladiator, juvenile hellfire wyrm, pegataur knight, ursinal, warden archon	8
Greater lammasu, leonal, owl archon, ravager archon, young illithidragon	9
Greater opinicus, greater sarimanok	10
Clockwork golem, maurezhi lord, greater shedu, sword archon, young hellfire wyrm	11
Hellblade archon, trumpet archon, young adult illithidragon	12
Harbinger archon	13
Clockwork beholder, golden protector, young adult hellfire wyrm	14
Throne archon	15
Legendary archmage, autumn eladrin, elder, legendary blackguard, shedu enlightened one, spring eladrin, elder, summer eladrin, elder, tyrant archon, winter eladrin, elder, adult illithidragon	16
Demonflesh golem	17
Adult hellfire wyrm	18
Hierophant of annihilation, mithral golem	19
Adamantine golem	22

Shadowfell	CR
Eyewing	2
Nabassu whelp, bugbear dark claw of Skiggaret	5
Druj claw, mavawhan, warlock of the undead	7
Druj eye	8
Wraith shadow priest	9
Druj head, wraith warlock	10
Maurezhi lord, wraith necromancer	11
Deepspawn, legendary necromancer	12
Legendary warlock of the great old one	13
Wraith archmage	14
Hierophant of annihilation	19
Deepspawn tyrant	20

Swamp	CR
Shocker lizard hatchling	1/4
Bullywug skirmisher	1/2
Bullywug priest, shocker lizard, wortling	1
Bullywug shaman, gatorfolk, kobold dragonsinger, obliviax	2
Barrow hag, bullywug boss, bullywug warlock, gatorfolk witch doctor, kobold conqueror of Dakarnok, kobold trapmaster of Gaknulak, orog sergeant, giant shocker lizard, urd batlord of Kuraulyek, urd warlock of the fiend, wolf-in-sheep's-clothing	3
Bullywug maw of Ramenos, elder black guard drake, gatorfolk shaman, doom blossom, kobold war leader of Kurtulmak, orc bloodrager	4
Bullywug swarm leader, gatorfolk claw of Sess'innek, hangman tree, orc boss, orc fist of Bahgtru, orog hag of Luthic	5
Gatorfolk chieftain, orog battle priestess of Luthic, tendriculos, monstrous shocker lizard	6
Noran, orog warlord of Luthic	7
Legendary druid, two-headed young black dragon	8
Elder barrow hag, orcwort	11
Thessalhydra, monstrous corpse flower	12
Dragonroot tree	13
Two-headed adult black dragon	15
Legendary archdruid	16
Nagahydra	18
Two-headed ancient black dragon	22

Underdark	CR
Shocker lizard hatchling	1/4
Gorbel, shocker lizard	1
Bugbear hunter, bugbear witch doctor, eyewing, goblin artificer, obliviax, purple dragon wyrmling, tigbanua	2
Barrow hag, bright naga, bugbear warlock, goblin ganglord, goblin watcher of Maglubiyet, hobgoblin warlock of the legion, illithidragon wyrmling, kuo-toa lash, kuo-toa mad one, orog sergeant, giant shocker lizard	3
Aurumvorax, bugbear blood ghost berserker, bugbear boss, goblin instructor of Khurgorbaeyag, goblin peacemaker of Bargrivyek, hobgoblin war chanter, korred, young, orc bloodrager	4
Bugbear dark claw of Skiggaret, bugbear dread eye of Grankhul, goblin battle lord of Maglubiyet, hobgoblin elite captain, hobgoblin warlord of Nomog-geaya, juvenile purple dragon, kuo-toa eye of blipdoolpoolp, ooze paraelemental, orc boss, orc fist of Bahgtru, orog hag of Luthic	5
Bugbear beastlord, dark naga, hobgoblin iron shadow assassin, juvenile illithidragon, orog battle priestess of Luthic, monstrous shocker lizard	6
Elder aurumvorax, drider dark sniper, druj claw, noran, orog warlord of Luthic, vampire spawn glamour bard, vampire spawn monk	7
Drider war mage, legendary druid, druj eye, hobgoblin annihilator, korred druid, kuo-toa priest-king, legendary ranger, stone giant earthsinger, thessalmera, young purple dragon	8

Drider spiderlord, eldritch naga, hobgoblin iron shadow master, hobgoblin wyrmlord of Tiamat, korred elder, kuo-toa leviathan, stone giant warlock of Ogrémoch, vampire spawn commander, wraith shadow priest, young illithidragon	9
Druj head, fire giant artillerist, vampire spawn warlock of the fiend, wraith warlock	10
Giant aurumvorax, elder barrow hag, eye of gulguthra, fire giant chain brute, fire giant warlock of Imix, vampire spawn priest of death, wraith necromancer, young adult purple dragon	11
Deepspawn, fire giant war mage, stone giant champion of Ogrémoch, young adult illithidragon	12
Spiderstone golem	13
Fire giant juggernaut, wraith archmage	14
Adult purple dragon, fire giant blackguard of Surtur	15
Adult illithidragon, legendary archdruid, legendary blackguard	16
Old purple dragon	19
Deepspawn tyrant	20
Ancient purple dragon	22

URBAN

	CR
Buso	1
Kobold dragonsinger, thug captain, tigbanua, tiktik	2
Barrow hag, kobold conqueror of Dakarnok, kobold trapmaster of Gaknulak, manananggal, tikbalang, urd batlord of Kuraulyek, urd warlock of the fiend	3
Kobold war leader of Kurtulmak, kubot, templar	4
Bandit lord, cult leader, hellfire wyrmling	5
Halimaw, legendary knight, thug gang boss	6
Bladesinger, vampire spawn glamour bard, vampire spawn monk, warlock of the undead	7
Legendary bard, cambion gladiator, hill giant gladiator, juvenile hellfire wyrm, legendary priest, sacred fist	8
Eldritch assassin, eldritch naga, legendary mage, legendary monk, vampire spawn commander	9
Nosferatu alpha, vampire spawn warlock of the fiend	10
Barrow hag, elder, clockwork golem, legendary gladiator, vampire spawn priest of death, young hellfire wyrm	11
Legendary assassin, legendary champion, legendary necromancer	12
Templar, grand, legendary warlock of the great old one	13
Clockwork beholder, legendary warlock of the fiend, young adult hellfire wyrm	14
Legendary high priest	15
Legendary archmage, legendary blackguard, nosferatu master	16
Demonflesh golem	17
Adult hellfire wyrm	18
Mithral golem	19

VOLCANIC

	CR
Dracotaur	3
Dracotaur archer, dracotaur berserker	4
Dracotaur shaman, hellfire wyrmling, magma paraelemental, smoke paraelemental	5
Dracotaur priest of Tiamat, elder red guard drake	6
Dracotaur war mage	7
Juvenile hellfire wyrm	8
Dracotaur chieftain	9
Dracotaur champion of Tiamat, fire giant artillerist	10
Fire giant chain brute, fire giant warlock of Imix, young hellfire wyrm	11
Dracosphinx, fire giant war mage, three-headed young red dragon	12
Fire giant juggernaut, young adult hellfire wyrm, legendary warlock of the fiend	14
Fire giant blackguard of Surtur	15
Adult hellfire wyrm	18
Three-headed adult red dragon	19
Three-headed ancient red dragon	26

Appendix D: Creatures by Challenge Rating

CR 1/4

Green Duwende	97
Shocker Lizard Hatchling	229

CR 1/2

Bullywug Skirmisher	38
Dark Duwende	96
Gray Duwende	96

CR 1

Bariaur	26
Bullywug Priest	38
Buso	18
Gnoll Witherling, Greater	139
Gorbel	30
Hybsil	166
Lantern Archon	8
Malenti	222
Shocker Lizard	228
Wortling	215

CR 2

Bariaur Hunter	27
Brown Dragon Wyrmling	59
Bugbear Hunter	35
Bugbear Witch doctor	35
Bullywug Shaman	38
Eyewing	112
Gatorfolk	113
Gnoll Cutthroat	135
Goblin Artificer	140
Gray Dragon Wyrmling	64
Kobold Dragonsinger	171
Musteval	157
Obliviax	213
Purple Dragon Wyrmling	69
Thug Captain	271
Tigbanua	240
Tiktik	23

CR 3

Bariaur Shaman	27
Barrow Hag	159
Bright Naga	183
Bugbear Warlock	35
Bullywug Boss	36
Bullywug Warlock	39
Cervidal	154
Dracotaur	54
Elder White Guard Drake	152
Gatorfolk Witch Doctor	115
Gnoll Priest of Refnara	136
Gnoll Warlock of Yeenoghu	138
Goblin Ganglord	141
Goblin Watcher of Maglubiyet	143
Hobgoblin Warlock of the Legion	164
Hound Archon	7
Illithidragon Wyrmling	79
Kapre	168
Kobold Conqueror of Dakarnok	171
Kobold Trapmaster of Gaknulak	172
Kuo-toa Lash	178
Kuo-toa Mad One	180
Manananggal	22
Ogre Revenant	219
Orog Sergeant	198
Pegataur	204
Sahuagin Shaman	223
Shocker Lizard, Giant	229
Tikbalang	241
Urd Batlord of Kuraulyek	173
Urd Warlock of the Fiend	174
Wolf-in-Sheep's-Clothing	217

CR 4

Aurumvorax	25
Autumn Eladrin, Young	99
Bariaur Priest of Ehlonna	27
Bugbear Blood Ghost Berserker	32
Bugbear Boss	33
Bullywug Maw of Ramenos	37
Doom Blossom	208
Dracotaur Archer	54
Dracotaur Berserker	55
Elder Black Guard Drake	151
Elder Green Guard Drake	152
Equinal	155
Gatorfolk Shaman	115
Gnoll War Priest of Yeenoghu	138
Goblin Instructor of Khurgorbaeyag	142
Goblin Peacemaker of Bargrivyek	143
Hell Hound Archon	13
Hobgoblin War Chanter	163
Juvenile Gray Dragon	64
Kobold War Leader of Kurtulmak	173
Korred, Young	176
Kubot	21
Manticore Revenant	219
Orc Bloodrager	196
Pegataur Skirmisher	206
Spring Eladrin, Young	101
Summer Eladrin, Young	103
Templar	270
Thessaltrice	239
Winter Eladrin, Young	105

CR 5

Avoral	154
Bandit Lord	252
Bugbear Dark Claw of Skiggaret	33
Bugbear Dread Eye of Grankhul	34
Bullywug Swarm Leader	39
Cult Leader	258
Dracotaur Shaman	57
Elder Blue Guard Drake	151
Gatorfolk Claw of Sess'innek	114
Gnoll Nimrod of Gorellik	136
Gnoll Witherlock	139
Goblin Battle Lord of Maglubiyet	141
Hangman Tree	211
Hellfire Wyrmling	74
Hobgoblin Elite Captain	161
Hobgoblin Warlord of Nomog-Geaya	165
Ice Paraelemental	200
Juvenile Brown Dragon	59
Juvenile Purple Dragon	69
Kuo-toa Eye of Blipdoolpoolp	178
Lammasu	181
Luposphinx	233
Magma Paraelemental	201
Nabassu Whelp	52
Ooze Paraelemental	202
Opinicus	193
Orc Boss	196
Orc Fist of Bahgtru	197
Orog Hag of Luthic	198
Pegataur Captain	205
Sarimanok	225
Smoke Paraelemental	203

CR 6

Bugbear Beastlord	32
Canisphinx	230
Dark Naga	184
Dracotaur Priest of Tiamat	56
Elder Red Guard Drake	152
Gatorfolk Chieftain	114
Gnoll War Leader of Yeenoghu	137
Halimaw	20
Hill Giant Skirmisher	130
Hobgoblin Iron Shadow Assassin	162
Justice Archon	7
Juvenile Illithidragon	79
Ki-rin Foal	169
Knight, Legendary	263
Lupinal	156
Orog Battle Priestess of Luthic	197
Pegataur Mage	206
Sahuagin Shark of Sekolah	223
Shocker Lizard, Monstrous	229
Tendriculos	216
Thug Gang Boss	271

CR 7

Aurumvorax, Elder	25
Bladesinger	256
Bungisngis	41
Dracotaur War Mage	57
Drider Dark Sniper	91
Druj Claw	93
Hill Giant Siege Hulk	129
Hill Giant Warlock of Ogrémoch	131
Injustice Archon	15

Iridescent Naga	188
Kapre Elder	168
Mavawhan	51
Noran	212
Orog Warlord of Luthic	199
Pegataur Druid	205
Shedu	226
Taurusphinx	234
Vampire Spawn Glamour Bard	243
Vampire Spawn Monk	244
Warlock of the Undead	274
Wood Golem	150
Wyvern Revenant	220
Young Brown Dragon	60
Young Gray Dragon	65
Young White Spectral Dragon	90

CR 8

Bard, Legendary	254
Cambion Gladiator	42
Drider War Mage	92
Druid, Legendary	259
Druj Eye	94
Hill Giant Boss	128
Hill Giant Gladiator	129
Hobgoblin Annihilator	161
Ice Golem	147
Juvenile Hellfire Wyrm	75
Korred Druid	175
Kuo-toa Priest-King	180
Pegataur Knight	205
Priest, Legendary	267
Ranger, Legendary	268
Sacred Fist	269
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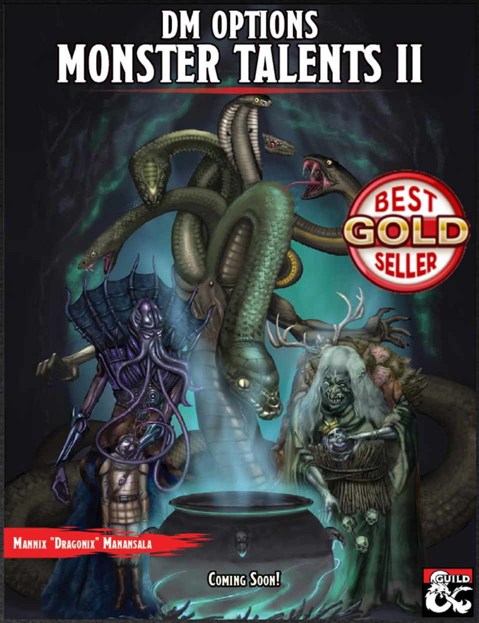
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